

The Clipper

Issue # 116

The Official Newsletter of the Commodore Users Group of Springfield

January, 1994

The next CUGOS meeting is January 8th, 1994, the House of Prayer, 2850 N. Park Ave. at 10 am.

Calendar of Events

1 - New Year's Day

8 - Cugos Club Meeting

17 - Officers & Board of Directors Meeting (Monday)

21 - Clipper Newsletter Article Deadline

The CUGOS Meeting meets at 10 am the 2nd Saturday at the House of Prayer, 2850 N. Park Ave.

Happy New Year !

Print a Disk Directory

It's very useful to tape a printed copy of the directory to the disk's protective envelope. The following sequence will print it.

Load "\$",8
Open4,4:CMD4:List

When the printing is done, enter this to clear the printer:

Print#4:Close4

Remember, ?# is not an acceptable abbreviation for PRINT# - if you use the abbreviations, the proper one is P shift R.



December 11, 1993

CUGOS MINUTES

Cugos Regular Monthly Meeting was held at 2850 N. Park 10:00 A.M. President Ernie Trisler welcomed everyone present, introducing Cugos News Members.... Dennis J. Warner, Charles Steib Shannon Dill, Paul Nelson, Dennis & Jody Lane.

Brief reports were received from each officer. Ernie then encouraged everyone to turn in their ballots for Treasurer. Bette Edwards name was advertised as candidate for Treasurer. No other names were submitted.

This being Cugos Annual Christmas Meeting. The business portion was held to a minimum, closing at 11:00 A.M. This meeting has always been a tradition with CUGOS, where members showup with their families, and bring one of their favorite covered dishes of snacks. It's more of a fun meeting, eating, visiting then ending with a Merry Christmas and Happy New Year wish to all.
Respectfully Bill Patrick

THE 128TH FLOOR
BY RUSSELL ALDERSON

"MR. CHIP\$' CHAMBER"

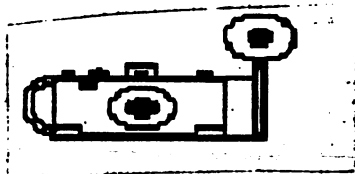
HAPPY NEW YEAR, YOU DIEHARD LITTLE C=UGOSSIANS YOU! WE NEED FIRST TO DEAL WITH A LITTLE BAGGAGE FROM LAST MONTH'S COLUMN. THE DISK ID FOR THE OFFLINE READER QWKRR128 IS DF. SPEAKING OF DISK IDS, THE 128 DISKMASTER HAS BEEN UP-DATED TO INCLUDE ALL RELEASES THROUGH QWKRR. BY MEETING TIME, DUPLICATOR LARRY FETTERS SHOULD HAVE A COPY TO REPLACE YOUR OLD ONES.

NEXT, A PHONE NUMBER. WITH ALL THE TRANSITION IN DECEMBER, MY PHONE NUMBER DIDN'T MAKE IT INTO THE CLIPPER. IF YOU HAVE QUESTIONS OR PROBLEMS RELATED TO THE 128, YOU CAN REACH ME AT 837-3624 OR LEAVE EMAIL TO MR. CHIPS ON MANY LOCAL BBSES.

THIS MONTH WE WILL RELEASE MY OWN LITTLE CREATION, "MR. CHIP\$' CHAMBER," WITH DG AS THE DISK ID. THIS IS AN 80-COLUMN CASINO PACKAGE WITH SEVEN GAMES AND SOME UTILITIES TO MANAGE THE BANKROLLS OF UP TO 80 PLAYERS. I HAVE USED THIS PROGRAM FOR OVER TWO YEARS TO RUN AN ONLINE CASINO ON 7H' (LATE) OGRE AND ON DARKSIDE BBSES. THE PROGRAM IS SUITED TO USE FOR BBSES, OR FOR LIVE OPERATIONS...JUST KEEP THEM LEGITIMATE. :-)

I HAVE INCLUDED A RUN-ME FILE AND A LONGER DOCFILE THAT YOU CAN PRINT OUT WITH YOUR FAVORITE SEQUENTIAL FILE UTILITY. THE DOCS, IF NOT REDUNDANT IN PLACES, OUGHT TO BE COMPLETE.

I CALL THIS ONE VERSION 2.2 AND YAK IN THE DOCS ABOUT A VERSION 3.0 BE-



COMMERCIAL ADS

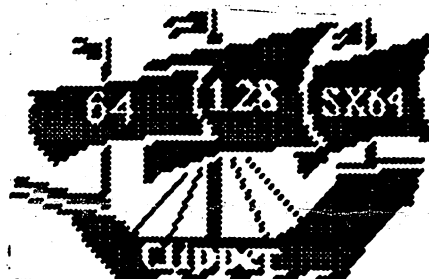
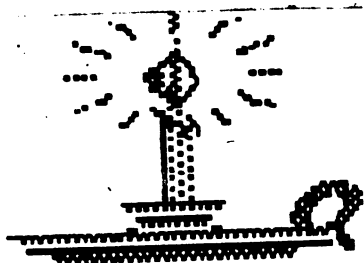
Full Page ----- \$30.00
1/2 Page ----- \$20.00
1/4 Page ----- \$15.00

All articles must be Camera ready and paid in advance.

Members placing ad (computer related) 25 words - free [must use real name & phone #].

NonMembers placing ad (computer related) 25 words - \$5.00 [must use real name & phone #].

Payment must be paid before article is printed.



VALUE OF A MEMBER

(article from Memphis Users Group)

Ten little members standing in a line. One disliked the president, and then there were nine.

Nine ambitious members offered to work late. One forgot his promise, and then there were eight.

Eight creative members had ideas as good as heaven, one lost enthusiasm, and then there were seven.

Seven loyal members got into a fix. They quarrelled over programs, and then there were six.

Six members remained with spirit and drive, one moved away, and then there were five.

Five steadfast members wished there were more, one became indifferent, and then there were four.

Four cheerful members who never disagree, 'til one complained of the meetings, and then there were three.

Three eager members! What do they do, one got discouraged, and then there were two.

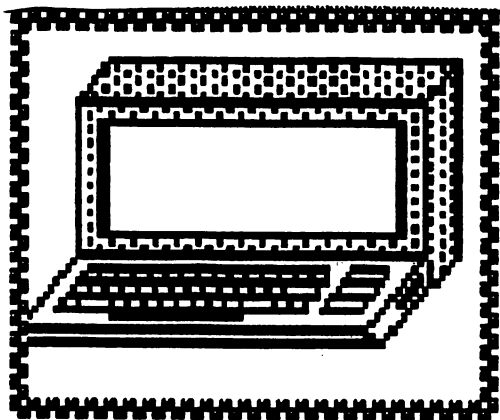
Two lonely members: our rhyme is nearly done, one joined a bridge club, and there there was one.

One faithful member was feeling rather blue, met with a neighbor and then there were two.

Two earnest members. Each enrolled one more, doubling their number, and then there were four.

Four determined members just could not wait, 'til each one brought another, and then there were eight.

Eight excited members signed up sixteen more, in another six verses, there will be a thousand and 24.



Editor's Notes

Well folks, I've had troubles with this newsletter since after Christmas. This newsletter will be a cut and paste issue, sorry about that. I've been plagued with problems, my commodore modem isn't working correctly, then after I think I got it to work, I get online and then get kicked off and can't get back online. So This newsletter is being done without some articles like the Presidents Corner, Continuation of Programming the Commodore, Questions & Answers, 1/94 News, etc.

These all will be printed in the February Newsletter Issue!

Bette Edwards won the election vote for the position of Treasurer. Congrats Bette! Also, Elections are just around the corner, start deciding now what office you want to run for.

Hope you each have a Happy New Year! Be sure to keep your New Year's Resolutions!!!

If you missed the December meeting, you missed out on some great goodies prepared by our famous members at the Christmas bach!

Since I didn't get to download any officers articles, in place of them will be Two pages of information on the Fun Graphics Machine.

Enough rambling for now, be sure to come to the January Club Meeting!

Till next time,
Your Newsletter Editor,
Garry Paasch

Cugos Graphics Collection

How many of you make cards, banners, signs, newsletters, Labels? Using a graphic with it, makes your work stand out!

CUGOS has over 6000 different graphics that come in four different formats.

You get 100 graphics on a disk for just \$2.00!

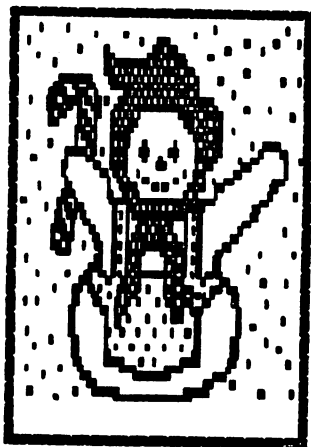
You can also get a complete print-out of these 6000 graphics for only \$5.00, WHAT A BARGAIN!!!

The Write Stuff

The Write Stuff is a Great Word Processor. I've used it to publish the newsletter with. Its easy to use and available for the 64 & 128 computers. This is the cheapest and easiest Word Processor to use.

Cugos members can get this program at a discounted price (see below).

The Write Stuff 64 or 128-\$16
Spell Checker 64 or 128 - \$6
Overlays ----- \$2.50
Template Disk Set ---- \$6
Index book for template - \$2
The Illustrator (64 or 128)-\$5



Items For Sale!!

Software for Sale!

A bunch of original Software:

Geos Programs, Printshop, Printmaster, Educational Programs, Games, etc.

Great Christmas Bargains!

Call Garry Paasch 865-3551 or be at the Meeting!

For Sale:

Commodore 64, tape drive & games.

\$45.00 for all or \$35.00 for just the 64 computer.

Call Jerry Neal at 882-0245

DUES

They are \$15.00 a year, (new members or former members having allowed their membership to lapse are required to pay an additional \$6.00). Only \$15.00, thats \$1.25 per month or almost \$.29 a week or about \$.04 a day! This gives you a newsletter mailed to you monthly, access to our libraries: Commercial Library, Magazine Library (check out up to 5 different magazines each month), P.D. Library (over 10,000 public domain programs, disks are \$2.00 each); then full access to the Clubs Digital Dimension BBS system (non members have limited access). Plus a whole lot more! All this plus great fellowship with other computer friends. What more could you ask for?

Make a note of it to renew your membership or join now!

Double Density vs High Density Difference?

Many computer users are confused about the difference between double density and high density diskettes. The basic difference is in the size of the magnetic particles. The difference in particle sizes applies to both 5.25" & 3.5" diskettes.

The magnetic particles used in the coating of high density media are smaller than those found in the double density media. The smaller the particles, the more that fits on the surface of the diskette. These smaller particles are what allow the high density disk to have a higher capacity to hold data. Since the particles are smaller they emit a lower voltage or signal strength. To compensate for this smaller voltage, the read/write head used on a high density drive is more sensitive so they can read the signals accurately.

On a double density diskette the magnetic particles are larger. These larger particles will send out a stronger voltage or signal strength. The read/write head used in a double density disk is less sensitive than those found in a high density drive. The double density and high density sensitivities are different so that they can clearly read the signal being sent.

Interchanging high density and low density disks will often cause data errors because the read/write heads will either be too weak or too strong to read the signals clearly. This can result in data errors, problems in retrieving the data, and/or the inability to format a diskette.

(taken from MEL/Micro catalog)



Commentary

Topic: Courtesy for our presenters. Please refrain from holding side conversations during demonstrations. If you must talk, please go outside the Room. It's difficult to hear the Speaker at our meetings; the least we can do is show courtesy while they are speaking.

IT'S TIME TO BRING YOUR COMMODORES...

by: Jack Blewitt

Would you believe a new program for the C-64 that brings the computer back to civilization? Print so clear and black you would swear it was done on a laser printer? Fully adjustable text spacing that will wrap around graphics to produce an exceptionally clear text without the jaggies? And...How about capturing a full page of GEOPaint into Hi-Res formats with a single stroke for simple editing? Well, it's coming soon! Who said the Commodore is dead? This fantastic major revision will bring one of your all-time favorite programs into the Twenty-First century. It's "Quasi-Laser" print options will help you put out "Type-Set" quality with the lowly 9-pin dot matrix, and without additional monetary investments. How can you refuse?

What is this revelation? Well, the name can not be released until it is officially announced by the author, but there are only a half-a-dozen programmers that still support the Commodore enthusiasts. Thus, it is in our best interest to also support these authors. We are not out of the woods yet, but when the veil is lifted you will at least see a clearing and our Commodores will have a chance to survive a little bit longer. For the moment, it's still a jungle out there!

If you are as confused as the cartoonists who have Tarzan swinging from an Aztec ruin, with an Inca Princess, while residing in his native African rain forest, then you are not alone! Nobody is the least bit sure of the future of the Commodore 64/128, nor should they be!

The only way we can continue to progress with our antiquated computer is to fully support these programmers by purchasing worthwhile software, and not distributing illegal copies. Once these few remaining programmers find it unprofitable to continue, we will be finished also!

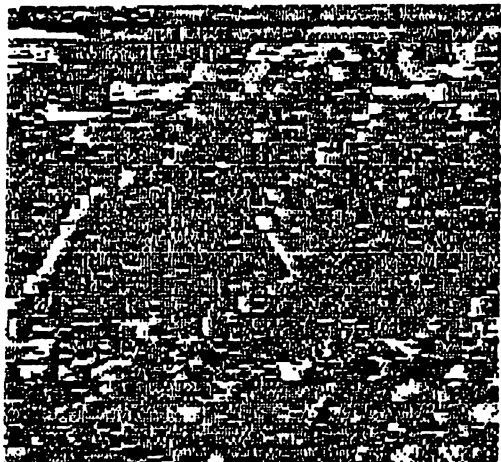
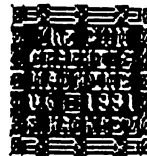
OUT OF THE JUNGLE!



COMING TO YOU IN '94
TO SUPPORT YOUR C-64!

FUN GRAPHICS MACHINE

"READER"



This is what you may get if you load a "Koala" or Compressed "Koala" (gg) as a normal "Hi-Res" Graphic.

Notice the lines at the top of this "rph" graphic, this can happen too.

Control, u" pulls screen up. (Lines)

Loading Reader:

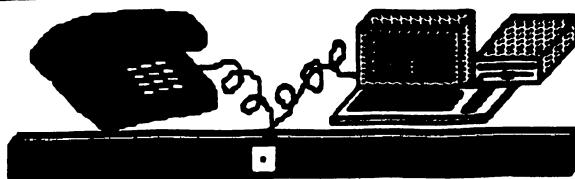
1. From the Menu Screen - Tap "+"
2. Then tap "4".
3. Then enter the file name, "u.reader.i"
4. When this menu screen appears you can load many different types of graphic screens.

Some of this screens are "Doodle (dd)", "Compressed Doodle (jj)", "Compressed Koala (gg)", "Runpaint (rph)", "Billboard Maker (bb)", Vidcom 64 (b), Peripheral Vision (L), Picasso's Revenge (L) and Handysscanner 64. This program does not support color and can load screens bigger than 48 blocks.



This is a normal Compressed Koala (gg). This is a copy of "1" & Striped Grayed. This is a copy of Screen "2" Reversed.

THE HELP CONNECTION



(417)

Listed below are the names and telephone numbers of the current CUGOS officers. If you have any questions, thoughts, ideas, or suggestions, feel free to contact us between the hours of 10:00 A.M. and 10:00 P.M. You can also leave E-Mail on Digital Dimension.

Name	Position	Phone
ERNE TRASLER	PRESIDENT	869-9345
SUZI EDWARDS	VICE-PRESIDENT	935-4793
BILL PATRICK	SECRETARY	882-3866
BETTE EDWARDS	TREASURER	935-4284
TONY EDWARDS	64 LIBRARIAN	935-4793
RUSSELL ROBERTSON	128 LIBRARIAN	837-3624
LARRY FETTERS II	DISK DUPLICATOR	866-6198
	COMMERCIAL LIBRARY	
JASON WHITENER	EDUCATOR	865-3259
GARRY PAASCH	NEWSLETTER EDITOR	865-3551
LARRY FETTERS II	BBS SYSOP	866-6198
ELLEN MONTGOMERY	MAGAZINE LIBRARIAN	654-2798



DIGITAL DIMENSION BBS

866-3979

The Officers meeting meets at Patrick's, 2353 E. Bennett, on the third of the Month, from 7-8:30p.m. CUGOS thanks Bill and Faye Patrick for the constant use of their building!

HOW TO SUBJECTS

Adventure Games
Beginners Info
Diskmaster Info
GEOS
Hardware Problems
Home/Business Applic.
Programming Info
Beginners Programming
Desktop Publishing
Telecommunications
Using your 64
Using your 128

CONTACT

Suzi Edwards
Jim Orr
Suzi Edwards
Garry Paasch
Need volunteer
James Sheldon
Mike Rickman
Bette Edwards
Garry Paasch
Jason Whitener
Ernie Trisler
Charles Griffin

PHONE

935-4793
753-3525
935-4793
865-3551
498-6798
678-8533
935-4284
865-3551
865-3259
869-9345
882-9658

HOURS

Anytime
Tuesdays 6:00 P.M.
Anytime
After 6:00 P.M.
Evenings
After 6:00 P.M.
Evenings
After 6:00 P.M.
Anytime
After 6:00 P.M.
After 6:00 P.M.



Commodore Users Group of Springfield Membership Application

Name

Address

City, State, Zip Code, Telephone Number

What Computers and Computer equipment do you own?

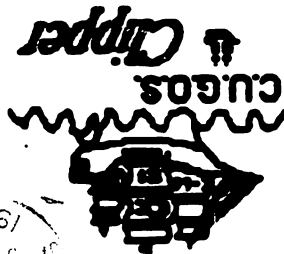
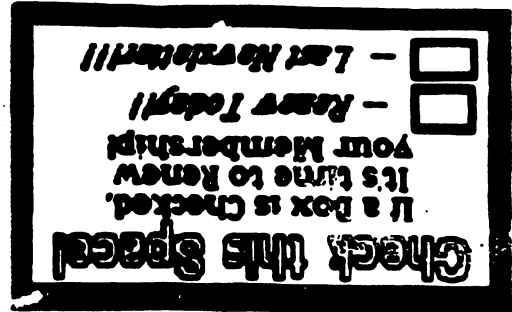
How did you hear of CUGOS?

Membership Dues are \$15.00 a year. New Members, or former members having allowed their membership to lapse are required to pay an additional \$5.00. To be a member, come to a meeting, or send this form with your fee to:

CUGOS Meetings are held the Second Saturday of each Month

CUGOS, P.O. Box 607, Springfield, MO 65801

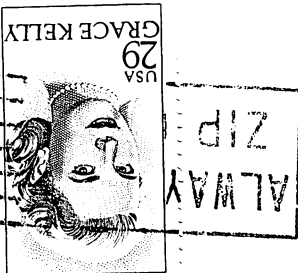
The CUGOS Clipper



Address Correction Requested

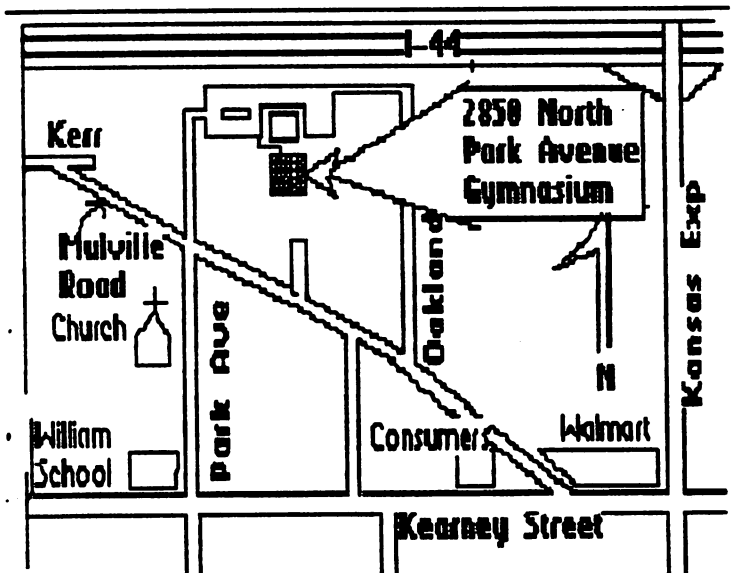
Commodore Users Group of Springfield
 P.O. Box 607
 Springfield, MO 65801

Commodore Users Group of Springfield



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Articles can be typed or handwritten however, on disk or uploaded to the clubs bulletin board would be much preferred. UD-2 on Digital Dimension has been reserved just for Clipper Articles. Almost any word processor will do, although GEORITE or THE WRITE STUFF are preferred.



The Clipper

Issue # 117

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February 1994

The next CUGOS meeting is February 12th, 1994, the House of Prayer, 2850 N. Park Ave. at 10 am.

Table of Contents

Calendar of Events- - - - -	1
Command Quiz- - - - -	1
Presidents Corner - - - - -	1
The 128th Floor- - - - -	2
CUGOS Minutes- - - - -	3
Programming the Commodore -	4
Questions & Answers- - - - -	5
Items for Sale- - - - -	6
Editors Notes- - - - -	6
FunGraphics Template/Postcard	7
Are you a Computer Geek?- - -	8
Help Page- - - - -	9

February

Calendar

Events

2 - Groundhog Day
12 - Cugos Club Meeting
(10 am at House of Prayer)
12 - Lincoln's Birthday
14 - Valentine's Day
14 - Officers & Board of
Directors Meeting (Monday)
16 - Ash Wednesday
21 - Presidents' Day
22 - Washington's Birthday
23 - Clipper Newsletter Ar-
ticle Deadline

Command Quiz

Unscramble the letters of each word.

rtirnep=printer

1) edaitavl=

2) mofatr

3) vsae=

4) dalo=

5) crashtc=

6) menare=

7) terunr=

8) rsoeter=

9) crolont=

10) pesac=

What will happen if you enter these commands in the immediate mode??

11) (load"\$\$",8)=

12) (load"**,8)=

13) (control key + #3)=

14) (? "hello")=

15) (cont)=

the answers are posted else where in the newsletter... have fun... tell me you questions...

Ernie Trisler

Presidents Corner!

Hi!! Hope this finds you all okay. Are you enjoying the great weather we are having?? I hope it doesn't change it's mind

anytime soon.. A few thing to keep us all on the same wave length.

>Picture Contest - Draw a Heart, Cupid or anything

Bill &
Bette are
always
there for
your
(money)...

related to the upcoming Holiday. Enter it in the February meeting (before the beginning please) & I will announce the winner after the break. It can be printed out, on disk (be sure to bring the program disk) or you can even hand draw it if you like.. The prize

is a disk of your choice from the P.D. Library. You must be present to win.. Unless you mail it to the P.O. Box prior to 2-11-94 (meeting is 2-12-94)...

>128 DiskPacks - The pricing is changing more at the meeting..

>Split Meetings - I know.. you have heard it all before.. I am determined to get it right yet. I envision the meetings to be a place where you come together with fellow users to gain & learn new ideas, find solutions to problems or share your expertise with others. This is what the meetings time should be. I am going to split the group up into different sections:

1) Terminology - the meanings of all those hidden &

hard to remember words everyone use & acts like you know what they are actually talking about..

2) Business side - the Commercial Library setup ready for your request, this is your chance to "try it out, before you buy it". We have all the latest titles on hand, come on over & check it out!!! Bill & Bette are always there for your (money) errr, needs as a member, pay dues, purchase blank disks or diskpacks or just to ask a question, let them know if they can help you..

3) Demos - Demo'ing the Diskpack is something we seem to have slipped away from for one reason or another? The diskpack aside from generating moneys for the various club activities. Is the most valuable source for information, latest games around & programming tips that there is.. It doesn't matter if you just purchased your computer or are a hacker (real experienced user). I challenge you to find more up to date information on getting the most from your computer. Also the games & utilities that Tony & Russell come up with are as always on the cutting edge of the latest of technology(?)..

I encourage everyone to purchase the diskpack & a couple of blank disks (to back up the files) each month, so that you will be up to speed with the rest of the Commodore world..

4) P.D. Library - (public domain) - & the Magazine Library setup ready for your needs or request. Please get

with Larry or Ellen if you have any questions or help in these areas..

**** Don't forget about the For Sale Table** this is the area where you can purchase that item you have been looking for or a chance to sell computer related items that have been collecting dust (purchases are between seller & buyer)

This also brings up a logical point is to advertise it in the newsletter or on the BBS, maybe the ad will attract more

lookers. All you need to do is put a message on the board or mail your request to either Larry (BBS Sysop) or Garry (Newsletter Editor) in care of the Cugos P.O. Box...

As always if you have any questions, don't hesitate to call myself or any officer..

HOPE TO SEE YOU AT THE MEETING!!

Sincerely,

President 93/94

Ernie Trisler

The 128th Floor

By Russell Alderson

"Mr. Chip\$' Chamber"

Happy New Year, you diehard little C=UGOSSians you! We need first to deal with a little baggage from last month's column. The disk ID for the off-line reader QWKRR128 is DF. Speaking of disk IDs, the 128 diskmaster has been updated to include all releases through QWKRR. By meeting time, duplicator

Larry Feters should have a copy to replace your old ones.

Next, a phone number. With all the transition in December, my phone number didn't make it into the Clipper. If you have any questions or problems related to the 128, you can reach me at 837-3624 or leave Email to Mr. Chips on many local BBSes.

This month we will release my own little

This is an 80-column casino package with seven games & some utilities to manage the bank-rolls of up to 80 players.

creation, "Mr. Chip\$' Chamber," with DG as the disk ID. This is an 80-column casino package with seven games and some utilities to manage the bankrolls of up to 80 players. I have this program for over two years to run an on-line casino on Th' (late) Ogre and on darkside BBSes. The program is suited to use for BBSes or for live operations... just keep them legitimate. :-)

I have included a run-me file and a longer docfile that you can print out with your favorite sequential file utility. The docs, if not redundant in places, out to be complete. I call this one Version 2.2 and yak in the docs about Version 3.0 because, well, I intend to write a Version 3.0 as Shareware someday. This is just Freeware. What happened to Version 1.x? I formatted over it after I wrote 2.0. :-) Anyway, take a look at Mr. Chip\$' Chamber and tell me what you think... your comments will be much appreciated.

See ya on the

8th! [Editors note - this article was suppose to be in the January 1994 newsletter issue!]

Cugos Minutes

Regular Monthly

Minutes January 8, 1994

Cugos regular monthly meeting was held at 2850 N. Park.

President Ernie Trisler opened the meeting at 10:00 A.M. by welcoming everyone present. Then introduced the Cugos newest members.

Officers were then called on to give brief reports. Jason Whitener talked about their Beginners Sig and welcomes all new members to attend. This meeting is held at 1121 N. Clay Apt C.

It was announced that Bette Edwards had been officially elected as CUGOS Treasurer for the balance of this term. Ernie Trisler introduced Russell Alderson who is finishing out the term as the 128 Librarian.

Ellen Montgomery, Magazine Librarian, talked about the vast amount of Computer Articles that are in the library. Many of these magazines are complete starting with the first issues. Most of the earlier issues carried programs that you could type from your Commodore Keyboard. These

magazines may be checked out by CUGOS Members on a 30 day basis without charge.

Tony Edwards, 64 Librarian & Russell Alderson 128 Librarian, talked about this month's releases.

Larry Feters, Sysop for CUGOS 24 hour On-line BBS, Digital Dimensions Bulletin Board Reported usage is increasing. There are Commodore files which can be downloaded free by Club Members. Users can read

messages from the message base or write messages to officers, members and friends. You don't have to be a club member to use the board, however, club members have more access than do non-members. Dial the board (866-3979) and start enjoying electronic communications.

Ernie Trisler mentioned that we still have a few CUGOS Tee Shirts available for \$10.00 each. Ernie also talked about his idea of having a utility disk for new users, and printouts explaining more of the Club's benefits which members can take advantage of.

Respectfully Submitted,

Bill Patrick, Secretary

**Beginners
Sig
1121 N.
Clay Apt. C**

PROGRAMMING THE COMMODORE 8-BITS

*by David Ockrassa
University Place Commodore
Home Users Group
Tacoma, Washington*

Last time we discussed some of the words that your computer can recognize that make up a program. But what's a program, you ask? As I said before, your computer, be it a PET or a main-frame, is just a stupid machine. While it does things very fast, it must be told what to do, in excruciatingly fine detail. And that's all a program is - the set of step by step instructions that tells the computer what to do.

Imagine telling someone how to make a peanut butter sandwich. First, get out the peanut butter. (What is peanut butter? Where is it?) An intelligent being wouldn't have to ask those questions, but already knows what peanut butter and bread are, assumes the existence of a knife with which to spread, and so on. The computer doesn't have that knowledge built in, so the instructions have to be complete.

A program wouldn't be very useful if we had to type it in every time we wanted to make a peanut butter sandwich, and that's where our storage

devices come in - we can SAVE the program, and, at some later time, LOAD it back into the computer's memory and RUN it again. All of the software we run fits into that category, it is all just programs stored on disk that we can LOAD and RUN to write letters, balance budgets and play games. Although most commercial software is not written in BASIC, the concept is the same - a very specific set of instructions telling the computer how to do a job.

The versions of BASIC that we run on our 8-bits requires line numbers, to tell BASIC that the instructions are part of a program and not to be executed immediately. Type in the words PRINT "HELLO" and press the RETURN key. Immediately, the computer prints the word "HELLO" below where you press the RETURN key. Now type in 10 PRINT "HELLO" and press RETURN. What happens? It looks like nothing has happened - the BASIC interpreter has stored the line as part of a program. If you now type RUN and press RETURN, the computer will execute the program, and print HELLO on the screen.

Line numbers can range from 0 to 65535, since they are stored in two bytes of memory.

A program wouldn't be very useful if we had to type it in every-time we wanted to make a peanut butter sandwich...

You can use any numbers inside that range that you want. Just remember that the computer will execute them in numerical order, from the smallest to the biggest.

Most programmers use increments of 10 - or more - while writing a program so they have room to add lines in between, later on. It doesn't matter what order you enter the lines, BASIC will put them in numerical order as soon as you press RETURN.

One of the first programs that is given in any introductory text is the "HELLO, WORLD" routine, similar to what we did up above. Let's dress it up just a little bit. Suppose we want to print our message in the middle of a clear screen. There are several ways to do this, but I'm just going to show the way I do it.

By holding down either shift key and pressing the key marked CLR/HOME, BASIC will clear the screen and home the cursor. If you enter that combination inside quotation marks, you can have that

action take place from within a program. But when you LIST the program to see what the program is, you get graphic characters that are not always meaningful. I prefer to use BASIC's CHR\$() command. At first you'll have to look them up in your manual, but the more common one's will soon become part of your language. So we can start our program:

```
10 PRINT CHR$(147)
```

Now we need to move our message halfway down the screen, and into the center. The 40 column screen is 25 lines high, so we won't be able to be dead center. Again, we could use the cursor keys inside quotes, and again we would see funny graphics when we LIST the program. The CHR\$() code for cursor down is CHR\$(145). We want to go down 12 lines, so we could enter the command 12 times. But an easier way is to use a loop. A loop is a programming technique that lets you tell the computer to do a certain action more than once. Like a good story, a loop must have a beginning, a middle and an end. The beginning, or initialization, looks like this:

```
20 FOR I = 1 to 12
```

The variable I is there so the computer has some place to store the value. (You can use

any legal numeric variable name, not just I) It is initialized to 1, and this loop will execute its middle 12 times. To move down the screen, the middle of our loop could look like this:

```
30 PRINT CHR$(145)
```

And the end of the loop, which sends program flow back to the start of the loop until the counter reaches the number we set:

```
40 NEXT I
```

You can use a similar loop to move toward the center of the screen. Remember that the middle will be column 20, and subtract half of the length of your message from that to find out how many columns to move over. The code for cursor right is CHR\$(29). And then print your message.

Questions & Answers

Q) I have a 1541, it has been a tried & true drive though the thick & thin, from games to copying. Problem is the drive light stays on after the last copying venture. I tried turning off/on the drive & computer. I also

tried to write to the drive, it won't communicate with the system (computer is waiting for reply) ??

CUGOS) That's a good one.. okay guys HELP.. in the mean time I would suggest taking it to a repair shop. It sounds like the read/write head is either stuck or the copy program has interrupted the operating system of the disk drive.. Always use a top quality copying program when copying files... (remember it is illegal to copy copyrighted programs...)

Q) I always seem to be searching for a certain program. I have so many disks, it sometimes takes hours to find it.

CUGOS) I know the feeling!! Until I used a program/utility known as a cataloger. Simply, it takes all the files you have on each disk & put them in to sections you select ie. utility, games or whatever you desire to identify them. You can use the D.C.M.R. that you got when you first joined the club. It is so much easier now, to find programs, that I would virtually be lost without it.. Not to speak of having the P.D. Library at the touch of my finger..

if you need more info. contact any officer.

The options are always as unlimited, as your pocketbook?!

Q) It seems like forever to copy files on a single drive are there any other options??

CUGOS) abhh yes, the ultimate computer question. The options are always as unlimited, as

your pocketbook?! It's basically tied to what your after time wise. Two drives are better then one in most any application. A ram expander or most cartridge type "fastloaders" will give you more options for the price. JiffyDOS while not a cartridge is mounted inside the computer itself, is a great upgrade that gives all the options & usually won't interfere with most programs. Then there is the ultimate dream, a hard drive would most likely do the trick. It will cure all your ills (& create some of its own) programs in a flash, all your favorites at your control with a touch of the finger.. for more info. contact any officer.

If you would like more information, on any of these subjects or have a question you would like information. Please feel free to contact any officer or myself. Send mail to the CUGOS P.O. Box or leave E-MAIL on the BBS.. any event don't hesitate to call!

BBS= pres dd#4

home= 1-417-869-9345

Waiting to hear from you.

Ernie Trisler

Its never too late to become a member of CUGOS!

Send in your membership fee of \$20.00 today - and join in on the fun.

These people did:

Clifford Tiller -Springfield
Catherine Shaw -Springfield
Steve Lewis -Altamont, KS

Allen Dees -Oklahoma City, OK

ITEMS FOR SALE

For Sale: 64 computer, 1541 disk drive with Jiffy Dos, NE C Color Monitor, Printer & Software..... \$300.00 or best offer.

Roberta O'Neal -- 732-2748

Wanted: Super Snapshot V5.0
see Ellen - Magazine Librarian

The Write Stuff

The Write Stuff program is a super great Word processor. It is the cheapest and the easiest Word Processor to use. Its available for the 64 & 128 computers.

Cugos members can get this program at a discounted price (see below).

The Write Stuff 64 or 128 -\$16
Spell Checker 64 or 128 -- \$6
Overlays - - - - - \$2.50
Template Disk Set - - - - - \$6
Index book for template - - \$2
The Illustrator (64 or 128)-\$5

Answers key to command quiz

- 1) validate
- 2) format
- 3) save

- 4) load
- 5) scratch
- 6) rename
- 7) return
- 8) restore
- 9) control
- 10) space

11) returns only, disk name & free blocks

12) loads first program on disk or last program saved

13) turns cursor/text red

14) prints hello below command line

15) if program in memory then will "run" program from break/stop point as long as nothing was changed

:*) :@} ;-[;-o :-< ;-/

Editors Notes

Nice weather we are having! I'll keep this article short as we have a full newsletter this month.

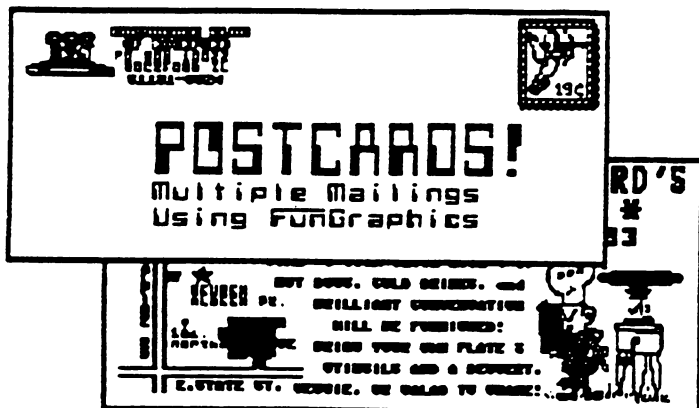
I'd like to remind everyone that in June, it will be election time again. I have ran for Newsletter editor for 3 & 1/2 years now (longer than any other newsletter editor before). I believe it is time for me to step down and let someone else fill in the position as newsletter editor. It's a great job, as whatever you type, gets printed and read by everyone.

The officer position of newsletter editor comes with a computer, disk drives, printer, monitor, disks, programs, & an electrical stapler. I will be glad to help out the new editor with know-how and with articles.

Maybe you will be the next Newsletter editor!!! Thanks to all those who have submitted

articles!

Garry



« Rel. 9316 by: Jack Blewitt »

If you belong to a club, a church group, lodge, or any other organization that sends out notices, you may at some time be asked to create the mailer. If you also have a C-64 and the FUNGraphics Machine U6.x (FGM), you are half-way there. All that is need is a box of formfeed postcard stock and some imagination. Postcards are by far the fastest, easiest and most economical method to mass produce mailings. With FGM you can combine text, maps, graphics and clipart to produce any customized notification you desire!

Here is all that is required! Go to the Creator Menu and link two

screens across by pressing: </> <2> and any key to highlight the <Acr>. Next, set the right margin of the right-hand screen to match the horizontal width of the postcard stock. 5-1/2" will leave you with a good margin, depending upon what horizontal resolution you plan to use for printing. (See table below). I personally prefer 98 dots per inch, but I realize that not all printers support this size. 80dpi also re-creates good graphic proportions.

Now SAVE the two linked screens as "s.1a filename". The second screen will automatically adjust and SAVE as "s.1b filename".

When printing, (Two linked across), also select "Other?" options. This will allow you to double-print if desired, print multiple copies, and even add consecutive serial numbers if a door prize is to be given out. When asked for the distance between prints, select 156 pixels which will set the screens to print exactly 3.5" apart to match the card stock. If your printer does not support micro-spacing use 52 pixels spacing. If only a Commodore compatible printer is available, you will have to create your own spacing between cards. These printers do not always use a standard vertical spacing! HAVE FUN!

"FunGraphics Template for Postcards"

<p>←S.1A @ 120DPI→←S.1B @ 120DPI→ (TOTAL OF TWO FULL SCREENS-640 PIXELS-5.33 INCHES→) (← 88 CHARACTERS WIDE →)</p>	<p>↓↓↓↓↓ VERT. DIST. FROM THE END OF ONE PRINT TO THE START OF THE NEXT PRINT IS: ↓↓↓↓↓</p>
<p>←S.1A @ 90DPI + 24SP→←S.1B(24SP.)→ (TOTAL 1 SCREEN + 24 SPACES-496 PIXELS-5.68 INCHES→) (← 64 CHARACTERS WIDE →)</p>	<p>156 PIXELS AT MICRO SPACE OF 1/216"</p>
<p>←S.1A @ 80DPI + 15 SP.→←S.1B(15)→ (TOTAL 1 SCREEN + 15 SPACES-440 PIXELS-5.5 INCHES→) (← 55 CHARACTERS WIDE →)</p>	<p>OR 52 PIXELS</p>
<p>←S.1A @ 72DPI + 10 SPACES→←+10→ (TOTAL 1 SCREEN + 10 SPACES-400 PIXELS-5.5 INCHES→) (← 50 CHARACTERS WIDE →)</p>	<p>AT MINI- SPACE OF 1/72"</p>
<p>←S.1A @ 60DPI (SINGLE SCREEN)→ (TOTAL ONE SCREEN - 320 PIXELS - 5.53 INCHES →) (← 40 CHARACTERS WIDE →)</p>	

Are you a LATENT Computer Geek?

1. It's your birthday and your parents give you a large parcel. You hope:
 - a. It's expensive
 - b. It's something that'll help you "score"
 - c. It's got an alcohol content
 - d. It's a full height 5 meg hard-disk for your computer museum
2. Your favorite STING Star is:
 - a. The Captain - Always the Captain
 - b. The Captain too, cos he scores all the good chicks, just like on the old generation
 - c. The guy with the car air-cleaner for glasses
 - d. Data
3. You've got \$20 left in your bank account, it's a Friday night and you're bored. You
 - a. Go see some friends and bludge off them
 - b. Invest your money in a couple of bottles of cheap cherry ripple leg-opener
 - c. Leave it in the bank as the interest rate is almost 6 percent!
 - d. Go downtown and tease the autobank machine by withdrawing the money and cancelling it at the last minute
4. The highlight of your career was when you
 - a. Pulled off a currency deal worth 31 Million
 - b. Bought R18 magazines when you were 16
 - c. Successfully Diagnosed yourself as having 3 degenerative brain disorders
 - d. Got your C64 to talk to the Washing machine so you really "could" program the wash
5. Your cousin is the Black Sheep of the family because
 - a. He doesn't have a cell-phone
 - b. He doesn't drink Jack Daniels from the bottle
 - c. He doesn't collect unemployment benefit
 - d. He doesn't have a 486-40 with at least 120 Med HD
6. You win a trip to any destination. You go to:
 - a. Wall Street, the home of money
 - b. Gracelands, home of Elvis
 - c. Anywhere marrying siblings is legal
 - d. The Motorola factory
7. You never cried so much as when
 - a. They told you Santa wasn't real
 - b. The Beatles split up
 - c. They told you you'd moved to an alcohol-free district
 - d. You heard Commodore 64s were discontinued
8. The partner of your dreams is
 - a. A currency consultant with a Jet Ski and a Timeshare in Florida
 - b. An attractive blond with a great figure
 - c. Dead
 - d. A 486 with personality simulation
9. You have 24 hours to live. You
 - a. Sell everything and indulge yourself
 - b. Make peace with your enemies
 - c. See if Anti-Freeze "is" drinkable
 - d. Back your personality up onto 8 inch floppies
- 10.. The greatest threat to our way of life is
 - a. Nuclear Weapons
 - b. Communists
 - c. Low-Proof Alcohol
 - d. 8 bit graphics

How did you do?

Mostly A's - You're not a geek, but we still hate you.

Mostly B's - You're normalish, no intellectual threat and not really a geek either

Mostly C's - You're really out there somewhere aren't you?

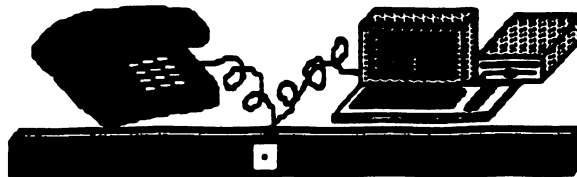
Mostly D's - BING! On the nail. Need we say more? Ok?

10 Print "GEEK"

20 GOTO 10

(GET THE PICTURE?)

THE HELP CONNECTION



(417)

Listed below are the names and telephone numbers of the current CUGOS officers. If you have any questions, thoughts, ideas, or suggestions, feel free to contact us between the hours of 10:00 A.M. and 10:00 P.M. You can also leave E-Mail on Digital Dimension.

Name	Position	Phone
ERNE TRISLER	PRESIDENT	869-9345
SUZI EDWARDS	VICE-PRESIDENT	935-4793
BILL PATRICK	SECRETARY	882-3866
BETTE EDWARDS	TREASURER	935-4284
TONY EDWARDS	64 LIBRARIAN	935-4793
RUSSELL ROBERTSON	128 LIBRARIAN	837-3624
LARRY FETTERS II	DISK DUPLICATOR	866-6198
	COMMERCIAL LIBRARY	
JASON WHITENER	EDUCATOR	863-9102
GARRY PAASCH	NEWSLETTER EDITOR	865-3551
LARRY FETTERS II	BBS SYSOP	866-6198
ELLEN MONTGOMERY	MAGAZINE LIBRARIAN	654-2798



DIGITAL DIMENSION BBS

866-3979

The Officers meeting meets at Patrick's, 2353 E. Bennett, on the third of the Month, from 7-8:30p.m. CUGOS thanks Bill and Faye Patrick for the constant use of their building!

HOW TO SUBJECTS	CONTACT	PHONE	HOURS
Adventure Games	Suzi Edwards	935-4793	Anytime
Beginners Info	Jim Orr	753-3529	Tuesdays 6:00 P.M.
Diskmaster Info	Suzi Edwards	935-4793	Anytime
GEOS	Garry Paasch	865-3551	After 6:00 P.M.
Hardware Problems	Need volunteer		
Home/Business Applic.	James Sheldon	498-6798	Evenings
Programming Info	Mike Rickman	678-8533	After 6:00 P.M.
Beginners Programming	Bette Edwards	935-4284	Evenings
Desktop Publishing	Garry Paasch	865-3551	After 6:00 P.M.
Telecommunications	Jason Whitener	863-9102	Anytime
Using your 64	Ernie Trisler	869-9345	After 6:00 P.M.
Using your 128	Charles Griffin	882-9638	After 6:00 P.M.



Commodore Users Group of Springfield Membership Application

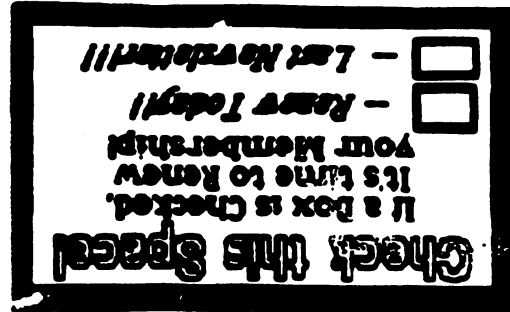
Name _____ Address _____

City, State, Zip Code, Telephone Number _____

What Computers and Computer equipment do you own? _____ How did you hear of CUGOS? _____

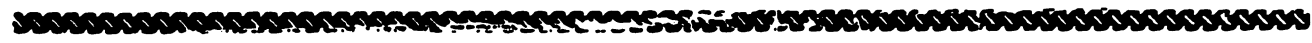
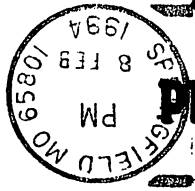
Membership Dues are \$15.00 a year. New Members, or former members having allowed their membership to lapse are required to pay an additional \$5.00. To be a member, come to a meeting, or send this form with your fee to:

CUGOS Meetings are held the Second Saturday of each Month CUGOS, P.O. Box 607, Springfield, MO 65801



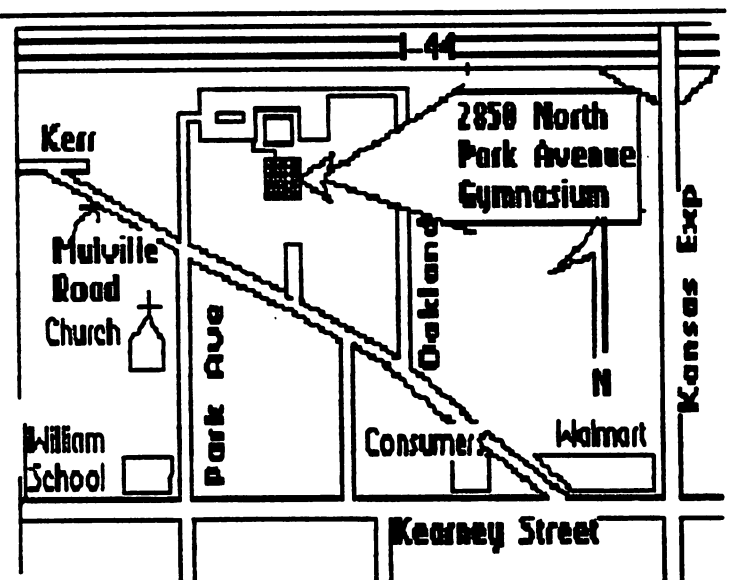
Address Correction Requested

Commodore Users Group of Springfield
 P.O. Box 607
 Springfield, MO 65801



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Articles can be typed or handwritten however, on disk or uploaded to the clubs bulletin board would be much preferred. UD-2 on Digital Dimension has been reserved just for Clipper Articles. Almost any word processor will do, although GEOWRITE or THE WRITE STUFF are preferred.





The Clipper



Issue # 116

The Official Newsletter of the Commodore Users Group of Springfield

March 1994

The next CUGOS meeting is March 12th, 1994, the House of Prayer, 2850 N. Park Ave. at 10 am.

Table of Contents

Calendar of Events-----	1
Presidents Corner-----	1
The 128th Floor-----	2
CUGOS Minutes-----	3
Programming the Commodore--	4
Items for Sale-----	6
Editors Notes-----	7
Newsletter/Correspondence--	7
Poke, Peek, & Sys List-----	8
Help Page-----	9

Presidents Corner!

Hi! Hope this finds you all okay. We had a great meeting last month new changes. What we need are a few more things for the officers to?? NOT! The chant directly "influenced" by them.

Happy
Saint
Patrick's
Day !

capable of & certainly a great deal for the telecommunications, GEOS & others .. I have a few ideas, but then its not my cover the most common & wide real tasks that most people would be able to fin in and check out.

Word processors
GEOS
The Write Stuff
Kwik-Write
Speed Script

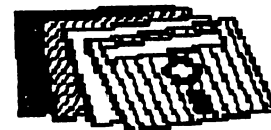
COMMITTEES - member motivated, member influenced, members at the current meetings are trying to show everyone something. Right? Wrong!! What happy came to the meeting to in the first place. Don't get me wrong I really like the amount of new users we have.. I think we need to start the meetings off in the usual way introductions, officers report, discuss old business, enter new business, then off to committees.

That's it? What about the demos & libraries, etc... This is the point of committees.

For example if you came to the meeting to see demos of the disk pack Which is new. You will also be in on updating the pd library. What we want to do is select from many other places, on a fairly new machine that they really didn't know what it was

Spreadsheets
Sons
Using the BBS
configure modems & types
upload/download
compare commonsense..

Database
H.A.L.
Superbase
Trio



Programming
Compare the latest hints, how to, what's hot.

In considering these I did see that some would merely want programs, ie H.A.L., GEOS, Paper Clip etc.. Maybe if we get the expected turn out or need direction, but for now we need to kick start something...

March

Calendar

Events

12 - Cugos Club Meeting
(10 am at House of Prayer)

14 - Officers & Board of
Directors Meeting (Monday)

17 - St. Patrick's Day

23 - Clipper Newsletter Ar-
ticle Deadline

27 - Palm Sunday

Now to get to the Sales pitch see a form, a sign up sheet for the above listed committees. Please choose the one that you want after a few meetings. its not then you can switch.. The point being everyone should be in will be at the meetings, however there may be more group meetings through out the month these would be up to the member of the SIGs.. At the Monthly meetings a SIG would be available to choose from.. it is usually open before 9:00 or would be able to stay till middle afternoon anywhere. SEE YOU AT THE MEETING !!

Sincerely,

President 93/94

Ernie Trisler

Editors note - due to a telecommunication problem, not all of the Presidents Corner article is word perfect. I downloaded & downloaded, still file saying unsuccessful.

I will rerun the article with the correct wording in Aprils issue. Sorry for the mishap.



The 128th Floor

By Russell Alderson

"The Commodore 128 and Student Heading for Class"

That's the caption to the left of a photo on page vii of the eight-page spread with their 128s in between pages 92 and 93 of the Commodore 128 System Guide.

In case you can't find your copy or never had one, the photo, shot on a collegiate-looking

"You use 3.5-inch disks, a mouse, and a WYSIWYG word processor on a, ahem, Commodore

mall in front of collegiate-looking buildings, features a collegiate-looking young man, right down to his oxfords, striding along with a 128 tucked under his right arm. Maybe he is going to use it to take lecture notes... no obvious sign of a monitor or disk drive, though, or even cables. And this was before the BBG RAM. Perhaps the person in the background has the drive... I can't tell, though. I have decided that our hero

is merely taking the 128 through the old campus to the new engineering building for the show-and-tell shot on page iv of the spread. The point, I'm sure, is that gazillions of youthful Commodorians would descend on campuses everywhere tow (and their 64s and Amigas too, but :-)) that's someone else's column) and a

small extent, that's been the case in my experience at the university.

Sometimes the equipment itself amazed the True Blues. "You used 3.5-inch disks, a mouse, and a WYSIWYG word processor on a, ahem, Commodore ?!" As if running GEOS constituted some kind of sacrilege. "Yours came with three-voice sound? And all of my software seems to require SoundBlaster..."

But mostly it was my choice to use the 128

for several tasks that the Beemer would be eager to do. First it was an interview-by-modem for a public speaking course. Then some small freshman composition assignments and a dorm floor newsletter. Two summers ago, I used geoWrite to compile a summary of advanced calculus theorems. In the wake of a textbook theft next door, I devised a code to aid in the recovery of stolen books. The summer after that, an ordinary term program allowed me to exchange email with other students of abstract algebra's on the university's own mainframe.

So far this year I have solved problems in numerical analysis and digital simulation with small BASIC programs and have taught my 128 to print up blank breadboard forms for instrument interfacing projects.

I must admit, though, that I have done most of my

programming and word processing on the Beemers. The programming courses insist on using the IBM platforms. As for word processing... well, they have the laser printer and I don't... yet. But I won't give up on geoWrite; after all I'm using it to write this article

College is about learning, of course, so why shouldn't I learn a bit about the Commodores while I'm here? The 128 took the lead role then too. With the term program and QWKRR I kept up with discussions of all things Commodore. Meanwhile I downloaded Commodore files from the Internet with an IBM clone and tossed them over to the 128 with Little Red Reader. Let me tell ya, that CBM echo makes quite a professor.

* * *

Announcing a bugfix for Mr. Chip\$'s Chamber, disk DG. Add a Sleep command to

```
line 900 of the file
"mr chips chamber" so
that the line reads:
900 scratch
"bankrolls":sleep 1
:dopen#2,
"bankrolls",2w:print
#2, "0":print#2, "Mr.
Chips,500":print#2,
em$:close 2:goto 890
```

As of this writing there is no 128 material to release. Hopefully that will change come March 12. See you at the meeting.



Cugos Minutes
Regular Monthly Minutes
February 12, 1994

Cugos regular monthly meeting was held on February 12th 10:00 A.M. at 2850 N. Park.

President Ernie Trisler opened the meeting at 10:00 A.M. introducing New Members and Welcoming everyone present. He pointed out that more computers had been set up around the

**Ernie also
talked about
the new
member
kit...**

room. One for beginners, SIG Questions, Word Processing,

Communications and Demos. This new concept hopefully will make meetings more interesting and helpful for those wanting to learn more about using their Commodore Computers to their fullest extent.

Ernie also talked about the new member kit which will include the 64 Library diskmaster and a New Users Utility Disk. These kits will be available for new members joining after March 1, 1994.

After brief remarks from other Officers the balance of morning was spent in a more casual atmosphere, with the meeting ending at 12:15 P.M.

Respectfully Submitted,

Bill Patrick, Secretary

PROGRAMMING THE COMMODORE 8-BITS

*by David Ockrassa
University Place Commodore
Home Users Group
Tacoma, Washington*

Last month we played around a little with a short BASIC program that didn't do much. I hope that you had a chance to experiment with loops to position the text to the middle of the screen. You can learn a lot about programming by taking short routines that work and making one change at a time.

This time we'll take the same program a little further, making a few changes, and dress up the screen output a bit - by automatically centering the text that the user types in.

Much of the "art" of programming involves outputting information to the screen, and, hopefully, making it look attractive. Both BASIC 2.0 and 7.0 provide string functions to

ease manipulation of data, and our demo program this month will use some of those functions to position text on the 40 column screen. The program will work as is on the C64 and the 128, with only a few changes to get it to work properly on the 80 column screen.

```
10 cl$=chr$(147)
20 h$="(10 - CRSR RT)"
30 v$="(12 - CRSR DN)"
40 t1$="hello, world"
50 print cl$ h$ v$ t1$
```

We start out by assigning some values to variables.

The variable names I've chosen make sense to me. Line 10 is the same as last month's,

and, to me, cl\$ means Clear/home.

Use whatever names you can remember

for your own efforts. Line

20 sets Horizontal\$ to 10 cursor rights. With this and the next line, after the first set of quotation marks press the cursor movement key the

Even though BASIC is not known as the fastest language around, it still goes a lot faster than I do.



number of time given. Vertical\$ is set to move the text 12 lines down the screen, about as close to center as you can get on a 25 line display. Line 40 sets t1\$ equal to the initial text we want to print - the classic and silly "hello, world", and line 50 prints our first message by putting all these variables into one print statement. (In line 40 make sure you use t-one, not t-eye. T1\$ is a reserved variable that the system uses to keep track of the time.)

Even though BASIC is not known as the fastest language around, it still goes a lot faster than I do. The next line of our program is just a time delay loop, to give you time to read what's on the screen. Last month I split the parts of the loop into different lines. By separating the commands with the colon, you can put several statements on the same line. In the case of a time delay like this it makes sense to have it together, so you can see quickly what is going on



```
60 for i = 1 to 500: next i
70 print v$ "what is your
name";
80 input t2$
```

Line 70 uses our previously assigned Vertical\$ to move further down the screen and then prints some literal text. Note the semicolon after the text. This keeps BASIC from automatically moving the print position to the next line. Line 80 introduces the INPUT statement. INPUT tells BASIC to grab whatever follows and store it in the memory assigned to the variable, in this case t2\$. INPUT will accept more than one character, and will take everything up to the next carriage return, as long as it is less than 256 bytes. INPUT can also be used for numbers, by storing into either of the numeric variable types.

```
90 t1$ = left$(t1$,7) + t2$:
rem slice off the first part of
t1$ and add t2$
100 print cl$ h$ v$ t1$
110 for i = 1 to 500: next i
```

This next part of the program shows a simple use of one of the string manipulation functions, left\$(). Left\$() allows you

to slice off the left part of a string after the number of characters that you want. Remember that t1\$ was set equal to the text "hello, world". This text is 11 bytes long - count everything inside the quotes, not just the letters. The first parameter given to left\$() is the string name that we want it to work with, here t1\$. The second parameter is the position of the last byte of the string that we want. By making t1\$ equal to part of t1\$ PLUS t2\$, we change the contents of t1\$, which is then printed somewhat carelessly to the screen.

```
120 h$ = chr$(29)
130 for i = 1 to 6: h$ + h$:
next
```

Here we use another way of assigning a value to a variable. Rather than using cryptic graphic symbols, we are going to redefine h\$ using chr\$(). The number inside the parenthesis is the value of cursor right. By adding the variable to itself several times we make our string 32 cursor rights long. (This is one place where you might want to make a change for 80 columns - this

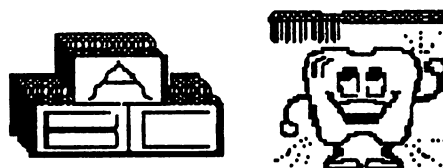
string should be at least half (Change the 20 in line 160 as long as the screen is wide, to allow for centering screen.) text.)

```
140 tl = len(tl$)
150 tl = int(tl*.5)
160 tl = 20 - tl: rem -
change to 40 for 80 col
screen
```

Line 140 uses another string function, len(). At this point in our program, tl\$ is equal to "hello, " plus whatever name was typed in. There is no way you can know ahead of time how long the name will be - unless you want to write a program that can only be used by people with four letter names! To be able to center the text, we have to know how long it is, and len() finds out and stores this length in variable t-ell (not tl!) Next, we have to find the middle of this. Since it may be an odd number, and we can't print to a half space, we use another function to take the INTegeR portion of our length, to find out how long half of our text is. Since our screen is 40 columns wide, we subtract half of our text length from half of the width of the screen.

```
170 t1$ = left$(h$,tl) +
t1$: rem - put it all together
180 print v$ t1$
190 for i = 1 to 500: next i
```

The rest of the program rebuilds t1\$ by tacking the right number of spaces in front of our text to print in the center of the line. Rather than clear the screen again, I just moved down a bit to show the difference between the two positions. Of course, if your name has only two letters, there won't be a difference!

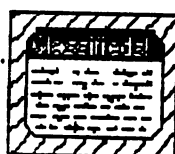


Its never too late to become a member of CUGOS!

Send in your membership fee of \$20.00 today - and join in on the fun.

These people did:

Kym McGarry - Springfield
Charlie & Trisha Winter - Springfield



*The Clipper's
Classified Ads*

ITEMS FOR SALE

For Sale: 64 computer, 1541 disk drive with Jiffy Dos, NE C Color Monitor, Printer & Software..... \$300.00 or best offer.

Roberta O'Neal -- 732-2748

Wanted: Super Snapshot V5.0 see Ellen - Magazine Librarian

For Sale:
Commodore C128 Computer, Power Supply, 1571 disk Drive and Manuals.

Both for \$175.00

Call Bill -- 882-3866

For Sale:
1) Super Snapshot (V5.2) never used: with complete documentation, cartridge & systems disk... \$40.00
2) Super Chip "C" (for 128) includes chips "A" & "B": complete with installation instructions and documentation... \$40.00

Stephen C. Dorn
(314) 346-7820

The Write Stuff

The Write Stuff program is a super great Word processor. It is the cheapest and the easiest Word Processor to use. Its available for the 64 & 128 computers.

Cugos members can get this program at a discounted price (see below).

The Write Stuff 64 or 128 -\$16
Spell Checker 64 or 128 - - \$6
Overlays - - - - - \$2.50
Template Disk Set - - - - - \$6
Index book for template - - \$2
The Illustrator (64 or 128)-\$5

Editors Notes

Its beautiful Spring weather we are having, & I'm stuck inside the house typing up this newsletter. Rats!

Hope you all enjoyed February and the first part of March.

I am still looking for articles for the newsletter! Anyone willing may become famous. Don't forget that elections for officers will be coming up again in June. If you want to run for an office, contact one of the present officers.

The newsletter editor

position will be open, the job comes with a

computer, a 1541 drive & a 1581 drive, a 24 pin printer, an electric stapler, a color monitor, and plenty of help!

It is someone else's turn to publish the news.
Any volunteers?

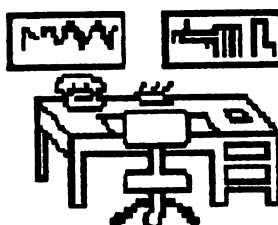
Be sure to check out the Peeks & pokes page.

Also if you want to help start or help out in a sig, contact Jason Whitener.

Hope to see you at the March Meeting.

Thanks to all those who have submitted articles!

Garry



News
Letter/Correspondence

I have started to get the newsletters we receive from other clubs. I am going to have them in

a folder by each month. Please make a point to stop by the magazine library to look them over. There are some fantastic articles in them, also several how to subjects.

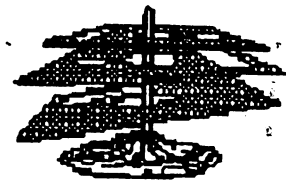
Disk of the Month swaps we are as we have in the past. Swap our PD monthly release to other clubs. I have mailed the few that responded to the flyer I put in the newsletter to the other clubs last month. I hope that this will lead to more disk swaps with other clubs, in order to keep current with the vast amount of Public Domain programs out there. As our library again starts growing it will mean better selections for the members. Also I am hoping to see a better line of communications open up for computer clubs in general. think of it as an internet type system on the BBS..

Have also, updated the Computer Support. This is a listing of several places that you might turn to for software or hardware, from purchasing new, used or for repair. Also listed are several Magazines printed or on disk & of course there are places that still sell books. I will also submit this to the Magazine Library.



Poke, Peek & SYS LIST

(reprinted from: CRCCC "Load" FEB., 94)



```

poke 19,65 - turn off ? during input (normal=0)
poke 22,35 - LIST won't show line #'s(normal=25)
poke 152,0 - closes all files
poke 157,0 - suppresses error & control messages
poke 157,64 - suppresses error messages
poke 157,128 - suppresses control messages
poke 157,192 - enables control & error messages
               NOTE:the POKE 157 command must be on
                   the same line as the LOAD command

poke 198,0 - clear keyboard buffer
poke 199,1 - prints in the reverse mode (normal=0)
poke 204,0 - turns cursor on during a GET (normal=255)
poke 211,x - cursor column on current line (x=1 to 79)
poke 212,0 - disable quote mode
poke 214,y - move cursor to screen line (y=0 to 24)
               NOTE: must be followed by PRINT

poke 646,c - change cursor color (c=0 to 15)
poke 649,0 - makes keyboard equal to 0 (normal=10)
poke 650,65 - no keyboard repeat (normal=0)
poke 650,128 - all keys repeat
poke 657,1 - disable SHIFT/CMDR KEY (normal=0)
poke 657,128 - disables SHIFT
poke 774,0 - list line numbers only (normal=26)
poke 775,100 - list performs a NEW
poke 775,168 - disables LIST (normal=167)
poke 788,52 - disables STOP (normal=49)
poke 792,193 - disables RESTORE (normal=71)
poke 808,127 - disables RUN (normal=237)
poke 808,234 - disables STOP/RESTORE
poke 808,239 - disables STOP
               NOTE: POKEing 808 messes up the clock
                   so it may cause problems with saving
                   & loading. It may be better to use the
                   POKE 788 to disable STOP.

poke 816,157 - disable LOAD (normal=165)
poke 816,32 - enable SHIFT/RUN to load & run a program
poke 818,32 - disable SAVE (normal=237)
poke 2048,0 - resets BASIC if you get a "syntax error"
               when you do a RUN

poke 2049,x - recover program lost by a NEW. x=character
               count of line tokens. experiment!

poke 53265,11 - turns screen off (normal=27)
poke 53272,21 - switch to upper case (graphic mode)
               53272 is the pointer to where the font is.
poke 53272,23 - switch to lower case (text mode)
poke 53280,c - change border color(c=0 to 15)
poke 53281,c - change background color (c=0 to 15)
poke 54296,v - set output volume of SID chip (v=0 to 15)
poke 56325,s - set cursor speed (0<s<256 0=fast normal=58)
POKE 46,PEEK(46)+1:LOAD"$",8 - lists the directory while you
                               have a program in memory.

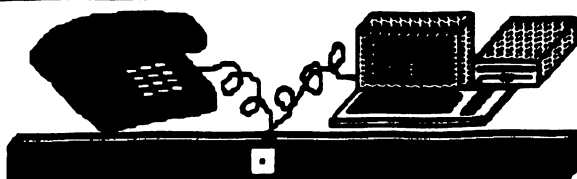
POKE 46,PEEK(44)-1 - returns to program in memory
PRINT PEEK(63)+PEEK(64)*256 - finds ILLEGAL quantity in
                               DATA statements

POKE 186,8:SYS 52224 - relinks DOS wedge
POKE 770,106:POKE 771,233 - resests fast load (epyx?)
POKE 770,101:POKE 771,164 - disable fast load
poke 774,226:poke 775,252 - LIST gives a COLD START
poke 781,ln:sys 59903 - erases single line from screen
                       (ln=0 to 24)

poke 54296,15:poke poke 54296,0 - makes click sound

```

THE HELP CONNECTION



(417)

Listed below are the names and telephone numbers of the current CUGOS officers. If you have any questions, thoughts, ideas, or suggestions, feel free to contact us between the hours of 10:00 A.M. and 10:00 P.M. You can also leave E-Mail on Digital Dimension.

Name	Position	Phone
ERNE TRISLER	PRESIDENT	869-9345
SUZI EDWARDS	VICE-PRESIDENT	935-4793
BILL PATRICK	SECRETARY	882-3866
BETTE EDWARDS	TREASURER	935-4284
TONY EDWARDS	64 LIBRARIAN	935-4793
RUSSEL ALDERSON	128 LIBRARIAN	837-3624
LARRY FETTERS II	DISK DUPLICATOR	866-6198
	COMMERCIAL LIBRARY	
JASON WHITENER	EDUCATOR	865-3259
GARRY PAASCH	NEWSLETTER EDITOR	865-3551
LARRY FETTERS II	BBS SYSOP	866-6198
EILEEN MONTGOMERY	MAGAZINE LIBRARIAN	654-2798



DIGITAL DIMENSION BBS

866-3979

The Officers meeting meets at Patricks, 2353 E. Bennett, on the third of the Month, from 7-8:30p.m. CUGOS thanks Bill and Faye Patrick for the constant use of their building!

HOW TO SUBJECTS

Adventure Games
Beginners Info
Diskmaster Info
GEOS
Hardware Problems
Home/Business Applic.
Programming Info
Beginners Programming
Desktop Publishing
Telecommunications
Using your 64
Using your 128

CONTACT

Suzi Edwards
Jim Orr
Suzi Edwards
Garry Paasch
Need volunteer
James Sheldon
Mike Rickman
Bette Edwards
Garry Paasch
Jason Whitener
Ernie Trisler
Charles Griffin

PHONE

935-4793
753-3529
935-4793
865-3551

498-6798
678-8533
935-4284
865-3551
865-3259
869-9345
882-9658

HOURS

Anytime
Tuesdays 6:00 P.M.
Anytime
After 6:00 P.M.

Evenings
After 6:00 P.M.
Evenings
After 6:00 P.M.
Anytime
After 6:00 P.M.
After 6:00 P.M.



Commodore Users Group of Springfield Membership Application

Name

Address

City, State, Zip Code, Telephone Number

What Computers and Computer equipment do you own?

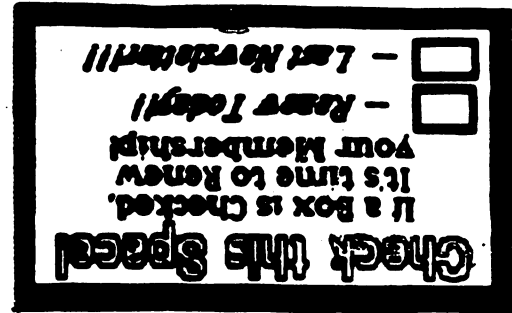
How did you hear of CUGOS?

Membership Dues are \$15.00 a year. New Members, or former members having allowed their membership to lapse are required to pay an additional \$5.00. To be a member, come to a meeting, or send this form with your fee to:

CUGOS Meetings are held the Second Saturday of each Month

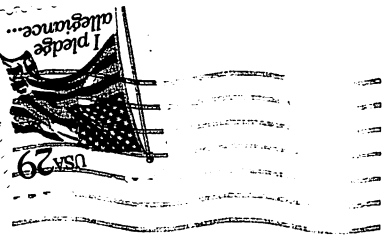
CUGOS, P.O. Box 607, Springfield, MO 65801

The CUGOS Clipper



Address Correction Requested

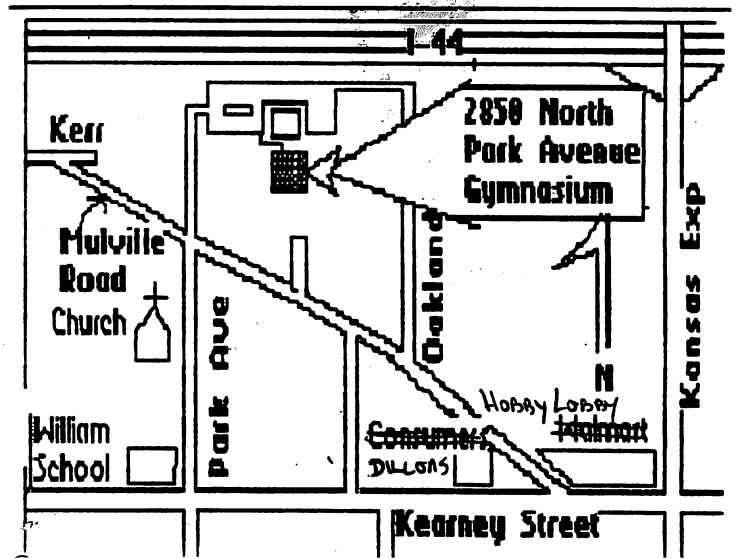
Commodore Users Group of Springfield
[CUGOS]
P.O. Box 607
Springfield, MO 65801



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layouts as well, and would appreciate credit. We would also appreciate a copy of the newsletter containing the reprint.

Articles can be typed or handwritten however, on disk or uploaded to the clubs bulletin board would be much preferred. UD-2 on Digital Dimension has been reserved just for Clipper Articles.





The Clipper

Issue # 118 The Official Newsletter of the Commodore Users Group of Springfield April 1994

The next CUGOS meeting is April 9th, 1994, the House of Prayer, 2850 N. Park Ave. at 10 am.

Table of Contents

Calendar of Events-----	1
Cugos Minutes-----	1
Programming the Commodore -	2
Items for Sale-----	3
QWKRR42-----	3
Editors Notes-----	4
Friendz & Contax-----	5
Compute's Gazette-----	6
Help Page-----	7

April Calendar Events

- 1 - April Fools Day
- 3 - Easter Sunday
- 9 - Cugos Club Meeting
(10 am at House of Prayer)
- 11 - Officers & Board of
Directors Meeting (Monday)
- 15 - Passover
- 20 - Clipper Newsletter Ar-
ticle Deadline
- 27 - Secretaries Day
- Happy Easter !

Cugos Minutes Regular Monthly Minutes March 12th, 1994

CUGOS regular monthly meeting was held at 2850 N. Park Saturday March 12th starting at 10:00 A.M.

President Ernie Trisler opened the meeting, welcoming everyone present, saying he was amazed and pleased with the large attendance. Several visitors were present.

Ernie talked about things which were being implemented to give members more help, and new ideas of things which they can use their Commodore for. He mentioned that a programming Sig is being formalized, probably working in basic. So, those wanting to le

Other Officers were called upon to give brief remarks. Jason Whitener talked about the beginners Sig -- mainly for members who are new to computing. Larry Fetters mentioned the BBS Signers and that usage has doubled. So if you haven't signed on Digital

Tony Edwards told about new disk releases some of which were being shown on computers today.

It was announced that Garry Paasch would be training and turning over the Clipper Publishing & editor's job to Kym McGarry soon.

"Welcome back Kym"

Ernie talked about exchanging disk of the month with several Commodore Users Groups throughout the U.S. mentioning we have already been exchanging Newsletters with them for years.

Ellen Montgomery, Magazine Librarian told about the many magazines available for members to check out free ... Run, Gazette, Ahoy, Diehard, and more. Some date back to the first issue. The Treasurer and Secretary gave brief reports and then the business

The meeting wound up after 12:30 P.M.

Respectfully Submitted,

Bill Patrick, Secretary

PROGRAMMING THE COMMODORE 8-BITS

*by
David Ockrassa University Place
Commodore Home Users Group
Tacoma, Washington*

The difficulty of transcription of computer programs to the printed page has struck Cariboo Computer Magazine. I apologize for any problems it may have caused anyone, but it serves to point up a couple of things. In line 90 of the program, both references to TI\$ should have been to T! string. Make those changes, and the program will work as advertised! So much for the correction.

Familiarity with the "reserved words" of any language becomes important, as the conflict with TI\$ shows. TI\$ is the system variable that holds the value of the clock. It can be changed by the user, but then continues to be updated every second. So, what you put in will not be what you get back out.

Try this from direct mode:
PRINT TI\$

You should get a six number result, telling you the hours, minutes and seconds since you turned on or reset your

computer, or reset the clock.
Now try this: TI\$ = "011500":
PRINT TI\$

You should see the new "time" printed on your monitor.

Using some of the techniques from last month's column, you can print the time continuously in one place on the screen. Unfortunately, if you do this from BASIC, you probably won't be able to do anything else! This type of routine is best handled by machine language, so it can be done in "the background" and let you do something else while it's going on.

So, what good is this? Time can become significant in many applications. You can use time in a game, and allow only a specific amount of time for the player to make a move. You can use time to flash a reminder to the typist to periodically save their work. You can write a short program to test "reflexes", and print the time it takes to respond to a screen prompt, or the time between two key presses. You can use time to see how long your computer takes to execute a loop.

Try this:
10 TI\$="000000"
20 FOR I = 1 TO 5000
30 NEXT I
40 PRINT TI\$

50 TI\$="000000"
60 FOR I = 1 TO 5000
70 NEXT
80 PRINT TI\$

Run this short routine. You should see a slight difference in the elapsed time - the second should go a little bit faster, since BASIC doesn't have to "look up" the variable by name, but just pulls it off the stack. If you have a 128, switch to the 80 column screen, issue the command FAST, and re-run the program to see the difference. Note the time it takes in FAST mode, SLOW mode, and then switch to 64 mode and run it again. In 64 mode, the same program runs faster than it does in 128 SLOW mode, because BASIC 2.0 has fewer commands than BASIC 7.0, fewer things to look through before it interprets and executes each command.

Now add these lines to the program, and run it again:

25 A = 25
55 A = 25

You probably think it isn't likely that you'd ever initialize a variable to the same value 5000 times in a loop, but sometimes you have to, to clear memory for some other purpose. But if you don't have to, keep those things out of the loop to seed up your programs, as these modifications show!

QWKRR42

Its never too late to become a member of CUGOS! Send in your membership fee of \$20.00 today - and join in on the fun. These people did: Charlie & Trisha Winter, Diane Durham and Mary Lou Graham

ITEMS FOR SALE

For Sale: 64 computer, 1541 disk drive with Jiffy Dos, NE C Color Monitor, Printer & Software..... \$300.00 or best offer. Roberta O'Neal-- 732-2748.

Wanted: Super Snapshot V5.0 see Ellen - Magazine Librarian

The Write Stuff

The Write Stuff program is a super great Word processor. It is the cheapest and the easiest Word Processor to use. Its available for the 64 & 128 computers. Cugos members can get this program at a discounted price (see below).
The Write Stuff 64 or 128 - \$16
Spell Checker 64 or 128 - - \$6
Overlays - - - - - \$2.50
Template Disk Set - - - - \$6
Index book for template - - \$2
The Illustrator (64 or 128)-\$5

QWKRR V4.2 is a full featured OLR (Offline Mail Reader) supporting QWK format mail packets. It has been designed to handle mail packets of any size, limited only to the size of your storage device.

It has been tested on 1541's, 1571's, 1581's, CMD's Ramlink, hard drives and the Foxx drives.

QWKRR requires a C128 computer and an 80 column monitor. It will not work in 40 column mode.

You also need a method for unpacking IBM format archives, such as CSX01 or CS-DOS. Both programs are sharware/freeware and CSX01 at least should be available from the same source as you get this program.

These programs are NOT part of the QWKRR distribution archives.

QWKRR itself is SHAREWARE. If you use it then your are OBLIGATED to register.

There are four files in the distribution package, including this one. The others are:

QWKRR42A.SFX
QWKRR42B.SFX
QWKRR42C.SFX

Note: If upgrading from V4.1 to V4.2 there is no need to download the QWKRR42C.SFX file as this is identical to QWKRR41C.SFX

SFX files will 'dissolve' themselves by simply loading and running.

All three files will dissolve onto a single 1571 disk drive. If using a 1541 disk drive then dissolve files "A" and "B" onto side #1 and file "C" onto side #2.

To help ensure you have all the relevant files, the contents of these SFX's are:

QWKRR41A.SFX:

QWKRR128 V4.3 - This is the main program (193 blocks)

QWKC.STD - Character set (5 blocks)

QWKC.TALL - Character set (5 blocks)

QKC.SHORT - Character set (5 blocks)

QWKA.ADDRESSES - Sample address book (4 blocks)

QWKK.KEYS - sample FKEY definitions (2 blocks)

QWKW.TWIT - sample Twit list (1 block)

QWK.TAGlines.01 - sample tagline file (3 blocks)

QWK.TAGlines.02 - sample tagline file (3 blocks)

QWK.TAGlines.03 - sample tagline file (3 blocks)

QWK.TAGlines.04 - sample tagline file (3 blocks)

RegQWKRR - utility required to register QWKRR (4 blocks)

Reginfo - Registration information (15 blocks)

Regoform - Registration form (9 blocks)

V42upgrade notes - Notes regarding the changes from V4.1 to V4.2 (25 blocks)

QWKRR41B.SFX

QWK-INTRO.TXT - Introduction to Offline Mail Readers. (58 blocks)

QPX40 - Utility Program for dissolving IBM ARC's (17 blocks) (NOTE: Requires CSX128.ML - Not supplied)

QPX40.DOC - Documentation for QPX40 (46 blocks)

QPA40 - Utility for creating IBM ARC's (10 blocks)

QPA.ML - Machine language part of QPA40 (4 blocks)

QPA40.DOC - Documentation for QPA40 (41 blocks)

TAGTHIEF - Utility program for creating tagline files (8 blocks)

TAGLINE.SAMPLE - Sample taglines for tagthief. (24 blocks)

SURVEY.INTRO - Introduction for QWKRR Survey. (12 blocks)

SURVEY.QUESTIONS - Have your say on the future of QWKRR (85 blocks)

QWKRR41C.SFX

QWKRRV42DOCS.TXT - Main documentation for QWKRR128 (442 blocks)

- Note. these are the same as the V4.1 docs.

Enjoy !

Rod

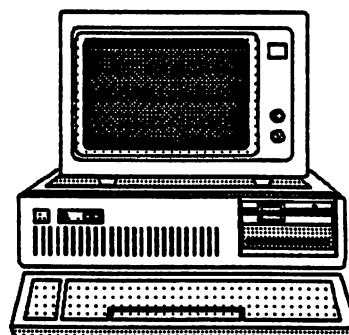
Editors Notes

Hello everyone! March was a busy month as I'm sure you know that. Here April is upon us. The Spring is in the air, sun is shining, and Commodore users are hacking away on their computers!

This newsletter is short of articles, so the following pages are from other club newsletters!

Just another reminder that elections are only two months away!

Garry



REL. #9402 COMMODORE USER'S PUBLIC INFORMATION DISCOURSE! JACK BLEWITT



From "DOWN-UNDER", Steve Hedges is trying to make inroads into of all the English speaking countries and join the Commodore users into a close knit family. With world-wide coverage, his newsletter and disks are making some headway. Since many individuals start publications, I once again played "Devil's Advocate" to

see if he was truly serious. The responses I received were all positive, and it does appear Steve has a commitment to publish a bi-monthly. The problem now is to see if there is enough interest to overcome the high cost of reproduction and international postage.

The one thing that makes his material unique is that he emphasizes different segments than the others who have attempted this project before him. Stressing bare-bone basic instructions, combined with an accent on games and adventure programs, he fills a gap missing since "INFO" magazine stopped printing. There are a great many new Commodore users that fail to comprehend the advanced technological information presented in disk magazines. The *F&C* disk could be what the new user needs!

Along with the newsletter, which can be had in hard copy or disk format, *F&C* has an extensive Public Domain library open to members. Prices are reasonable, (about \$3 Aus. per D/S disk), but once again postage and postal mishandling come into play. Perhaps one of the best features is the address listing of members to write for help. It's always nice to have some "expert" to answer individual questions for the price of a return stamp!

"DiskMag", the disk magazine edition of the "*F&C Magazine*", has almost all the same text files as the hard copy version. In addition, it contains a 'dozen-or-so' programs and demos. For those who do not mind reading from the screen, this is a better deal. The only problem I found was a bad block in the MENU file, which necessitated using direct loading. It would be too costly to return defective disks to

another continent. Thus, the need for a local distributor became increasingly apparent. (Check the block below for the latest information!)

NEWSFLASH!

Very recent developments indicate that there is now a U.S. distributor for "Friendz & Contax" disk and newsletter. To save money and for faster service send a S.A.S.E., for details, to:

SAMPLE
DISK
\$5 US

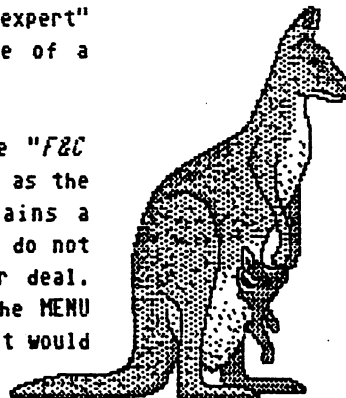
ANDREW SCHWARTZ
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OLNEY IL 62450-2620

ANNUAL
SUBSCR.
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"Tell 'em C.U.P.I.D. sent you!"

Each bi-monthly issue contains about sixteen feature articles on: BASIC, Desk Top Publishing, Graphics, Reviews, Games & Adventures, Hardware, and instructional information. Most at a level that can be understood by even the newest recruit to the Commodore army.

Full membership, which includes: disk or hardcopy newsletter; library discounts; membership listings; contests; and updates cost \$48-Aus. per year. (This is only about \$28-US, but the minimum charge for a foreign currency money order can add an additional \$20-US). The "DiskMag" only, for non-members, is \$25-Aus. All subscriptions run from April through March. All-in-all, the publication deserves credit and could gain world-wide acceptance with the proper distribution system. I wish them a WORLD of success!



STEVE HEDGES
11 DUNSFORD ST.
WHYALLA STUART
SOUTH AUSTRALIA
AUSTRALIA 5608

Clip-Art on this page is from:
"Animalia", Loadstar #91.


COMPUTE's

GAZETTE

January 1994

Please Choose:

- F1 Advertising
- F3 Programs
- F5 Columns
- F7 Features



A REVIEW by:
Jack Blewitt

Most of us know that *Compute* has eliminated its *Gazette* supplement and has gone to an all disk format. The January issue of *Compute* was worthless without it. But how does the new disk stand up against the already established competition? Personally, I rate the first disk a "B-".

CONTENT: As you can see by the MENU screen above, the new disk is broken into four sections. Advertising is just what you would expect! A series of sales pitches that may or may-not be of interest to you. Programs area consists of five games and three rehashes of old utility programs. I don't even BOOT games in most cases, so you will have to judge them for yourself. As for the utilities, the "Unscratch" is another 'un-NEW' program; "GIFvert" another Graphic Interface Format converter; and the "Autograph" graphic converter, which has been out for years. I must admit that this version of "Autograph" seems to be an update, and comes with extensive documentation. I was glad to see that "Fuzzy-Fox" is still with the Commodore community!

The Columns and the Features articles were just like in the old magazine, but perhaps a bit more 'wordy'. I find it tiresome reading from the screen and suggest that, (if you do also), you print out the articles to read. The columns were O.K. but

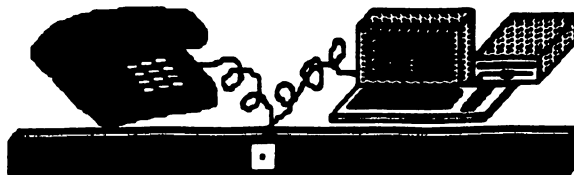
lacked the depth and timely subject matter found in *Loadstar* and the new *CEE-64 Alive!* disks. Perhaps this will change as the *Gazette Disk* format gets rolling!

THE GOOD: With the new disk, all instructions and documentation are included. Unlike the old *Gazette* disks, you don't have to swipe the wife's closet space to store you magazines. Of course, the tedious typing in of programs is no longer necessary either. There should be a lot less errors to troubleshoot. Note that since all DOC's are included, *Gazette* will no longer allow clubs to place their disks in their libraries. The authorization to do so has been withdrawn! So much for the many individuals who never supported the *Gazette Disks*. It's time they purchase their own subscriptions.

THE BAD: There were a few flaws in the first disk, as expected. Reading the instructions in GIFvert left you stranded in the program, and trying to load PD Picks sent you to never-never land! The later was due to a missing file on side of the disk. Since there were no disk notches on the disk, it would be difficult for the beginner to bring the proper file from side <A> to side . I'm sure that Tom Netsel will correct these flaws on future editions as he appears to be a competent Editor.

THE UGLY!: Subscriptions to the disk version run double the cost of the magazine, and that is even with the introductory sale price of \$29/yr. After that, the price goes up to \$49. I understand that the introductory offer has been extended for a few months to accommodate those of us who throw away those loose cards without looking at them. To check that the offer "JRDA4" is still valid and to order your own disks, call toll free: 1-800-727-6937. We all owe it to those who are trying to support the Commodore computers to at least give anything new a try. At less than \$3/disk, how can you go wrong?

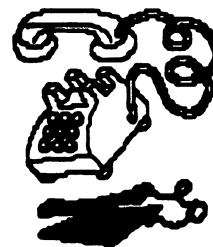
THE HELP CONNECTION



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866-3979

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Beginners Info
Diskmaster Info
GEOS
Hardware Problems
Home/Business Applic.
Programming Info
Beginners Programming
Desktop Publishing
Telecommunications
Using your 64
Using your 128

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Jim Orr
Suzi Edwards
Garry Paasch
Need volunteer
James Sheldon
Mike Rickman
Bette Edwards
Garry Paasch
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Anytime
After 6:00 P.M.
Evenings
After 6:00 P.M.
Evenings
After 6:00 P.M.
Anytime
After 6:00 P.M.
After 6:00 P.M.



Commodore Users Group of Springfield Membership Application

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Address

City, State, Zip Code, Telephone Number

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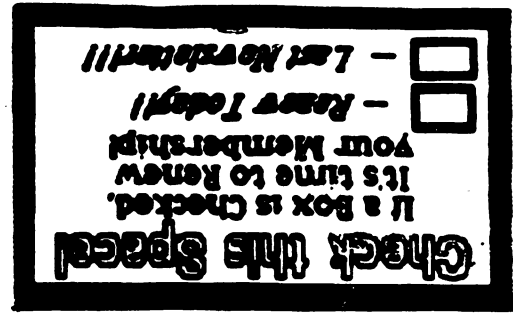
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CUGOS, P.O. Box 607, Springfield, MO 65801

The CUGOS Clipper



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Springfield, MO 65801

P.O. Box 607

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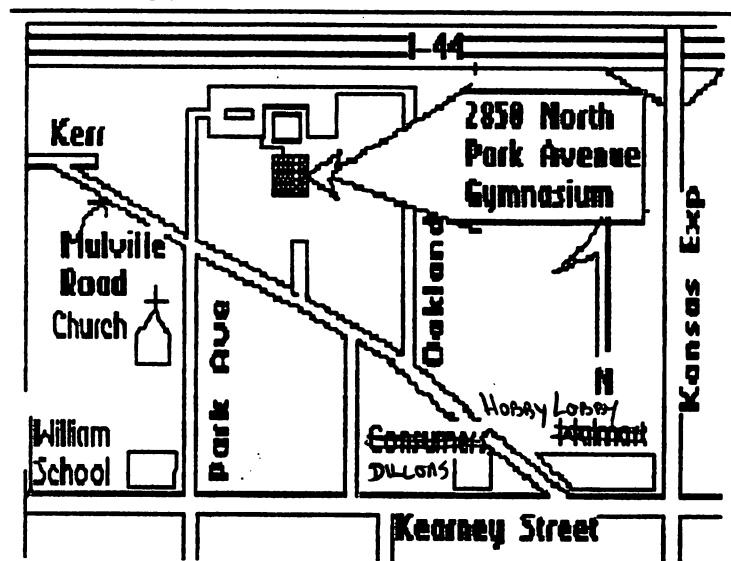
Commodore Users Group of Springfield



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Articles can be typed or handwritten however, on disk or uploaded to the clubs bulletin board would be much preferred. UD-2 on Digital Dimension has been reserved just for Clipper Articles.



The Clipper

Issue # 120

The Official Newsletter of the Commodore Users Group of Springfield

May 1994

The next CUGOS meeting is May 14th, 1994, the House of Prayer, 2850 N. Park Ave. at 10 am.

Table of Contents

Calendar of Events-----	1
Cugos Minutes-----	1
Programming the Commodore -	2
Items for Sale-----	3
Editors Notes-----	3
CUGOS BALLOT-----	4
Help Page-----	5

Due to downloading problems, 2 articles by Russell Alderson & 2 articles by Jason Whitener are not in this months newsletter, but they will be in Junes Newsletter.

Sorry for the inconvenience!

April

Calendar

Events

5 - National Day of Prayer
8 - Mother's Day
14 - Cugos Club Meeting
(10 am at House of Prayer)
16 - Officers & Board of
Directors Meeting (Monday)
21 - Armed Forces Day
23 - Clipper Newsletter Ar-
ticle Deadline
30 - Memorial Day

Happy Mother's Day !

Cugos Minutes Regular Monthly Minutes April 9th, 1994

CUGOS regular monthly meeting was held at 2850 N. Park Saturday April 9, 1994 starting at 10:00 A.M.



Vice (->) President, Suzie Edwards opened the meeting, assuming the President's role, as Ernie Trisler was unable to be at this meeting. Suzie welcomed everyone present. Several new members were introduced and given a hand of welcome.

Suzie reminded those wanting to be a candidate for one of CUGOS Offices' to be sure and let the secretary know, so their name could be included in the May's newsletter. Some of the offices to be filled are: President, Vice President, Treasurer and Newsletter Editor Positions.

Suzie reminded us that June is the Month CUGOS normally

have their annual picnic, in conjunction with the election of officers. Suzie also mentioned tickets would be available at the May 14th meeting, at \$.25 per person. This helps give a number count for purchasing meat & pop.

Tony (->) Edwards talked about new releases and had a computer set up for showing programs. Other computers were available to give one-on one help to new users.

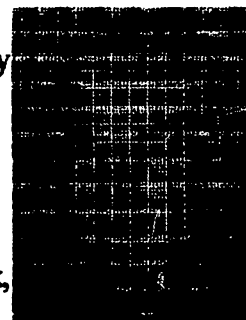


Meeting adjourned at 12:15 P.M.

Respectfully
Submitted,

(->)

Bill Patrick,
Secretary



PROGRAMMING THE COMMODORE 8-BITS *by* *David Ockrassa University Place* *Commodore Home Users Group* *Tacoma, Washington*

Each of the routines presented so far have been written as "in-line" code, that is, the program runs from the start to the end, with no side-routes. This month we'll explore subroutines and see how they can simplify and speed up some programming tasks.

Simply put, a sub-routine is a chunk of code that you want to use several times, and don't necessarily want to have "in-line" each time you use it. You issue a GOSUB xxx to execute the code and end that chunk of code with RETURN to get back to where you came from. It sounds as simple as it is! When would you use a subroutine? Just about any time you wanted to use the same code more than twice in a program can be a good time.

Let's say you're writing a program that will frequently ask the user to enter various information, and that you want the screen to be cleared after

each response. The program might look something like this:

```
100 PRINT CHR$(147): PRINT  
"ENTER YOUR NAME:"
```

```
110 INPUT NA$
```

```
120 GOSUB 250
```

```
130 PRINT "ENTER TODAY'S  
DATE:"
```

```
140 INPUT DA$
```

```
150 GOSUB 250
```

```
160 PRINT "ENTER THE TIME:"
```

```
170 INPUT T$
```

```
180 GOSUB 250
```

```
190 PRINT "ON" DA$ " AT" T$  
" " NA$ " WAS AT THE  
COMPUTER."
```

```
200 END
```

```
250 PRINT "PRESS ANY KEY TO  
CONTINUE"
```

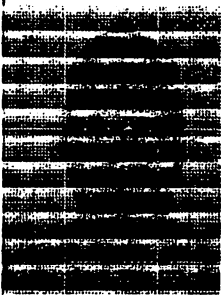
```
260 GET R$: IF R$ = "" THEN  
260
```

```
270 PRINT CHR$(147): RETURN
```

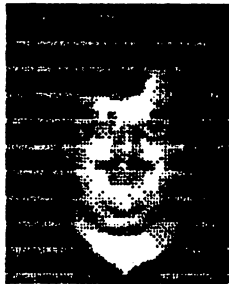
WELL, OK. It's not much of a program, but it does serve to illustrate subroutines. In lines 120, 150 and 180 is the command "GOSUB 250". When BASIC encounters the GOSUB command it transfers the program execution to the line number following the command, and continues from there. The RETURN command tells BASIC to return to the command following the GOSUB. If you were to "trace" the program flow by line number, it would go like this: 100, 110, 120, 250, 260, 270, 130, 140, 150, 250, etc. In this sample, we've saved a net of four program lines over typing this subroutine three times, since it was a three line routine, and we had to add the lines to access the subroutine. Not much of a savings, but you can see that it would be substantial if you were to use it a lot.

Subroutines also help to clarify the program by putting often used code in a specific place. But putting a REM statement along with the subroutine, you can identify its function without having to decipher the code itself. Such a comment for this one could be REM - PAUSE THEN CLEAR SCREEN. When you then read the program listing, the first time you saw GOSUB 250 you'd look down and see the REM. Each succeeding time you saw the GOSUB 250 you'd already know what was going on.

Subroutines can be used for all sorts of programming tasks. Any repetitive action is a likely candidate for inclusion as a subroutine. The proper use of subroutines can ease the task of writing a program - and of reading it at a later date. If the subroutine is only going to be used a few times, it may not be advantageous, but if it's to be used a lot, it can be a real time and space saver in your programs.



Ernie



Jason

Its never too late to become a member of CUGOS! Send in your membership fee of \$20.00 today - and join in on the fun.

ITEMS FOR SALE

For Sale: 64 Commodore computer -- 1541 disk drive -- NEC color monitor -- printer -- modem -- software including the write stuff = \$200.00

For information call Tammy Bechet 886-4706

For Sale: A 64 commodore computer, 1541 disk drive, B & W T.V., Fastload cartridge, and a bundle of disks full of Games! \$125.00 for all

Also a Computer desk with hutch for \$60.00

A 13" color zenith T.V. - \$50.00

Call Garry Paasch 865-3551

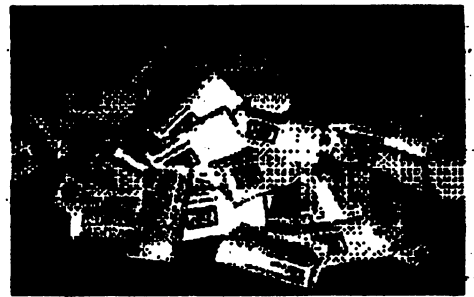
**TURN YOU UNWANTED
COMMODORE SOFTWARE
& HARDWARE INTO
CASH!!!!**

Howard Hoyt will man a For Sale Table. You'll need to list merchandise with Howard, and mark items clearly. Members will be asked to donate 5% to CUGOS Non-Members 10%

The Write Stuff

The Write Stuff program is a super great Word processor. It is the cheapest and the easiest Word Processor to use. Its available for the 64 & 128 computers. Cugos members can get this program at a discounted price (see below).
The Write Stuff 64 or 128 --\$16
Spell Checker 64 or 128 -- \$6
Overlays - - - - - \$2.50
Template Disk Set - - - - \$6
Index book for template - - \$2
The Illustrator (64 or 128)-\$5

Bette --->



Editors Notes

Hello everyone! Time for getting another newsletter out! Sorry this newsletter is late getting to you, The place I work at has been super busy! (worked 75 hours last week!) That barely left me anytime to spend with my computer.

Just a quick reminder, I will not be running for newsletter editor office again, Kym McGarry will be filling in instead, you still may see a few articles from me in the future. Elections will be in June, If you will not be at the meeting in June to vote, be sure to fill out the ballot and mail it in to CUGOS!

If you plan on running for an office, be sure to contact Bill Patrick as soon as possible!!!

Happy computing,
Garry



1994 CUGOS ELECTION BALLOT

Each membership is allowed only one vote, whether or not it is a family membership with many members of a family, or a membership with just one person. The only exception to this is when more than one family member is elected to office. In that case, each officer has an individual membership and is entitled to one vote.

Instruction for voting:

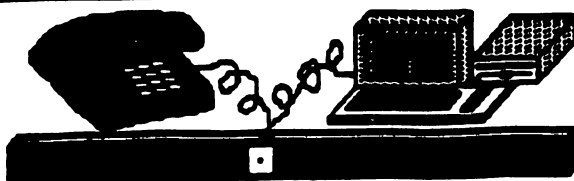
- 1) Please vote for one person in each position. If a position is open simply pass over that position. If only one person is running for an office you need not vote for them if you would rather not.
- 2) Bring this ballot to the next meeting (June 11th). Turn in ballot to Bill Patrick and he will mark your name off the membership list. This will be done to assure no membership votes more than once.
- 3) If you wish to mail in your vote, mail this ballot page, by itself, to: CUGOS, P.O. BOX 607, SPRINGFIELD, MO. 65801. Write the word BALLOT on the front of the envelope that you use to mail in your ballot and also be sure to include your return address. CUGOS will use this return address to check off your name on the membership list. Be sure to sign your name on the ballot for proper identification when mailing your ballot.
- 4) You must mail in this ballot so that it is received on or before the Friday before the meeting. In other words this ballot must arrive in the CUGOS P.O. Box on, or before, June 10th. or bring your ballot to the meeting.

Vote for ONE in each Position! Sign YOUR name for Verification

X

PRESIDENT	128 LIBRARIAN
<input type="checkbox"/> JASON WHITENER	<input type="checkbox"/> RUSSELL ALDERSON
<input type="checkbox"/> TONY LOVE	<input type="checkbox"/> MIKE RICKMAN
VICE-PRESIDENT	DISK DUPLICATOR
<input type="checkbox"/> CHUCK MARINO	<input type="checkbox"/> LARRY FETTERS
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SECRETARY	<input type="checkbox"/> DIANE DURHAM
<input type="checkbox"/> BILL PATRICK	BBS SYSOP
TREASURER	<input type="checkbox"/> LARRY FETTERS
<input type="checkbox"/> LARRY FETTERS, SR.	NEWSLETTER EDITOR
64 LIBRARIAN	<input type="checkbox"/> KYM MCGARRY
<input type="checkbox"/> TONY EDWARDS	MAGAZINE LIBRARY
<input type="checkbox"/> JON WARDLOW	<input type="checkbox"/> ELLEN MONTGOMERY

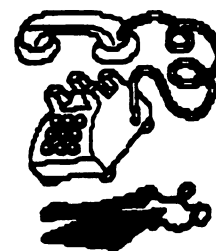
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HELP!



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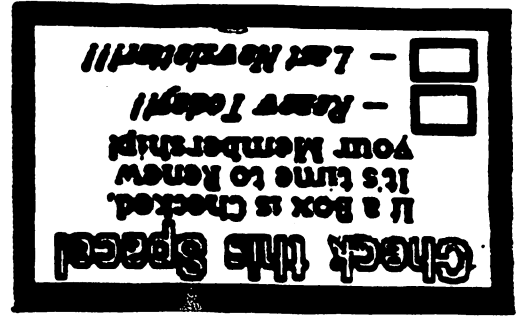
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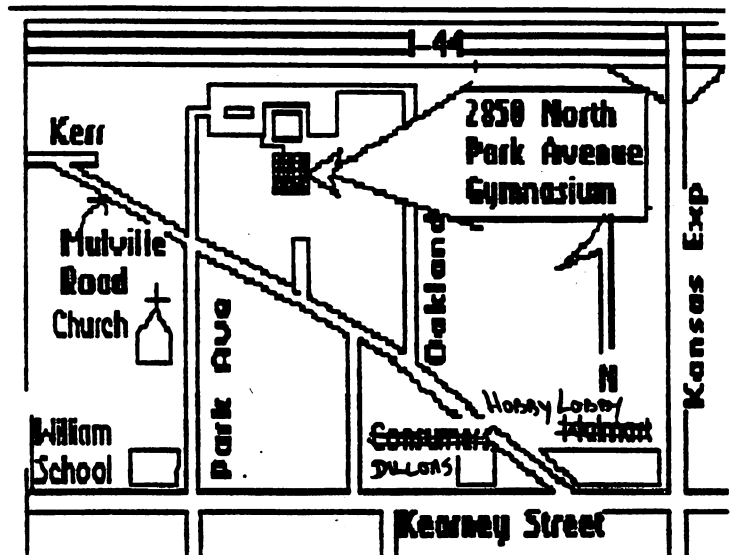
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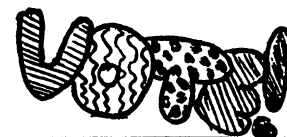
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The Clipper



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June 1994

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Table of Contents

Calendar of Events- - - - -	1
Programming the Commodore -1	
Commodore to Liquidate - - -	2
Items for Sale- - - - -	4
Editors Notes- - - - -	4
Tony Love for President - - - -	5
Stan Spurgeon for Vice Pres.- -	5
Bill Patrick for Secretary - - -	5
Jason Whitener for President- -6	
Russell Alderson for 128 Lib- -6	
Kym McGarry for Editor- - - -7	
Diane Durham for Com. Lib.- -7	
The 128th Floor- - - - -	8
Cugos Minutes- - - - -	9
Help Page- - - - -	10
CUGOS BALLOT- - - - -	11

June

Calendar

Events

6 - D Day
11 - Cugos Club Meeting
(10 am at House of Prayer)
14 - Officers & Board of
Directors Meeting (Tuesday)
19 - Father's Day
22 - Clipper Newsletter Ar-
ticle Deadline
July 4 - Independence Day

Happy Father's Day !

Election Issue!

PROGRAMMING THE
COMMODORE 8-BITS *by*
David Ockrassa University Place
Commodore Home Users Group
Tacoma, Washington

Last time we talked about and played with subroutines in Commodore BASIC, using the syntax of GOSUB xxx and RETURN. The little demo program showed how you can use them to simplify coding a program, avoid repetitious code, and make the program easier to read at a later date. Some versions of BASIC for the higher priced systems allow "named" subroutines, where you give a name instead of a line number, definitely a nice feature since a name makes more sense than some arbitrary number.

Commodore BASIC is, relatively speaking, an "old" implementation of the language, and relies on line

numbers for the computer to know what to do next, but the REM statement can help to provide the "documentation" for your programs, and is a part of BASIC that should not be overlooked. Put quite simply, whenever BASIC sees REM, it stops execution right there and goes on to the next line number. You can put just about anything you want after REM. Although it will not be executed, it will be LISTed and there for information.

A program fargment showing this could be like this:

```
40 GOSUB 900
890 REM TIME DELAY LOOP
900 FOR T = 1 TO 1000: NEXT;
RETURN
```

You'll notice that the REM is NOT the target of the GOSUB. It could be, but it is generally a bad idea. If you decide to fine-tune the code to get that last bit of speed out of the program, one of the things you'll probably do is strip out all the REM statements. Although they are not executed, the BASIC interpreter does have to look at them and decide to skip over them, and

that does take a finite amount of time. If you use a utility program to remove all the REM lines, the target for the GOSUB will be gone, and your program will crash!

Another alternative to the one shown is to put the REM after the executable code, like this: 900 FOR T = 1 To 1000: NEXT: RETURN: REM TIME DELAY LOOP While this works just fine, I prefer the REM on its own line, because it's easier to spot when I'm reading the program listing. In fact, I often "highlight" my REMs to make them stand out:

```
890 REM ***** TIME DELAY
LOOP *****
```

Here again, the example is sort of simple to illustrate the point. A one line subroutine is pretty easy to figure out and probably doesn't require a REM. But if the subroutine runs to any length, the REM can make it a lot easier to understand the program.

Another technique is to put the REM at the line that calls the subroutine:

```
40 GOSUB 900: REM ***** TIME
DELAY LOOP *****
```

This has the advantage of telling you at the calling line what the subroutine does, so

you don't have to page through the listing to figure it out, but it does add some typing since you'll want to put the REM in each line that makes the call.

A third technique is to put a lot of REMs at the end of the program, describing all of the subroutines. While this is a slick type of program documentation, it is a bunch of extra work.

It's a common practice with some programmers to keep two versions of any substantial program, one full of REMs for ease of reading, and one stripped down version to actually run. By using some of the utility programs in Public Domain, it's easy to do this, but unless speed of execution is critical, it may not be worth the effort. And if speed of execution is vital in good, tight code and programming techniques, compiling the program, or selecting a faster running language.

Whatever the language, it's a good idea to document your program, so you or someone else who is reading the listing can easily understand what is supposed to be going on. It makes later modifications - and debugging - a lot easier.

Commodore International Limited to Liquidate

*(Downloaded from NetMail)
(by Kym McGarry)*

NEW YORK, April 29 /PRNewsWire/ -- Commodore International Limited (NYSE:CBU) announced today that its Board of Directors has authorized the transfer of its assets to trustees for the benefit of its creditors and has placed its major subsidiary, Commodore Electronics Limited, into voluntary liquidation. This is the initial phase of an orderly liquidation of both companies, which are incorporated in the Bahamas, by the Bahamas Supreme Court.

CONTACT: Hock Tan,
CFO of Commodore
International Limited,
215-431-9160/

Commodore Folds

By DINAH WISENBERG
BRIN Associated Press Writer

WEST CHESTER, Pa. (AP) -- Commodore International Ltd., a pioneer in the personal computer industry, said late Friday it is going out of business.

The company plans to transfer its assets to unidentified trustees "for the benefit of its creditors" and has placed its major subsidiary, Commodore Electronics Ltd., into voluntary liquidation.

"This is the initial phase of an orderly voluntary liquidation of both companies," Commodore said in a brief statement.

Company executives could not immediately be reached Friday evening.

The company last month reported an \$8.2 million loss for the quarter ending Dec. 31 on sales of \$70.1 million. A year earlier, Commodore lost \$77.2 million on sales of \$237.7 million in the same period.

In the latest report, Commodore said financial limits had thwarted its ability to supply products, leading to weakened sales. One of its new products, the Amiga CD32 video game, had sold poorly in Europe, where the company did most of its business.

The company's net worth turned negative in the fiscal year ended last June 30.

Its stock, which had traded at around \$3 per share before the quarterly results were announced last month, closed unchanged at 87 1/2 cents per share on the New York Stock Exchange Friday.

"This is a company that briefly captured the attention of the American market and didn't go where the market was going," said David Coursey, editor of the newsletter P.C. Letter in San Mateo, Calif. "They just never managed to change with the marketplace."

While grabbing some market share and attention in the late 1970s, Commodore's products were something between PCs and game machines "and never quite became either," Coursey said.

Commodore started 40 years ago as a typewriter repair company in the Bronx. Its extension to the adding machine business paved the way for it to make calculators and then personal computers by the mid-1970s.

Commodore competed with Radio Shack for the first computers sold to homes and co-founder Jack Tramiel became a highly-regarded figure in the fledgling PC industry.

By the early 1980s, it was overshadowed in the PC business by Apple Computer Inc. and IBM. Software manufacturers didn't create as much software for Commodore's Amiga line as it did for Apple and IBM-compatible machines.

In recent years, most of Commodore's business was in Europe.

NewTek Inc. of Topeka, Kan., created a product called Video Toaster that converted Commodore's Amiga to a video-editing system. The \$2,500 product was popular with small advertising agencies and home hobbyists. The company's phones were busy Friday night

Commodore International <CBU.N> to liquidate

New York, April 29 (Reuters) - Commodore International Ltd said it authorized the transfer of its assets to trustees for the benefit of its creditors and placed its major subsidiary, Commodore Electronics Ltd into voluntary liquidation.

The company said this is the initial phase of an orderly liquidation of both companies, which are incorporated in the Bahamas, by the Bahamas

Supreme Court.

—New York Newsdesk
212-603-3310.

Its never too late to become
a member of CUGOS! Send
in your membership fee of
\$20.00 today - and join in
on the fun.



ITEMS FOR SALE

For Sale: 64 Commodore
computer -- 1541 disk drive --
NEC color monitor -- printer --
modern -- software including the
write stuff = \$200.00

For information call Tammy
Bechet 886-4706

For Sale: A 64 commodore
computer, 1541 disk drive, B &
W T.V., Fastload cartridge, and

a bundle of disks full of Games!
\$125.00 for all

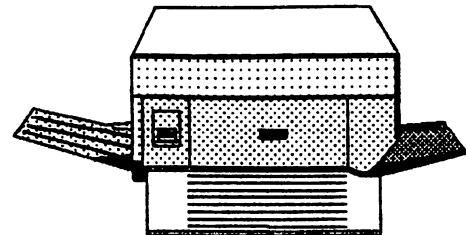
Also a Computer desk with
hutch for \$60.00 (it has room for
computer, disk drives, monitor,
shelves, and printer with cutout
in wood for paper, too big for my
small house!!)

A 13" color zenith T.V. - \$50.00
Call Garry Paasch 865-3551

For Sale:
2TI99-4A Computers, 2 power
supplies, cassette player,
extended BASIC, over 90
programs, books, & etc. \$40.00
Call Paul H. Nelson at 742-3532

The Write Stuff

The Write Stuff program is a
super great Word processor. It
is the cheapest and the
easiest Word Processor to use.
Its available for the 64 & 128
computers. Cugos members can
get this program at a
discounted price (see below).
The Write Stuff 64 or 128 --\$16
Spell Checker 64 or 128 -- \$6
Overlays - - - - - \$2.50
Template Disk Set - - - - \$6
Index book for template - - \$2
The Illustrator (64 or 128)--\$5



Editors Notes

Hello everyone! Hope your
computers are up and running.
Been putting alot of overtime at
my place of work means less time
on my computer.

Thanks to Kym McGarry for the
following pages containing the
campaign messages from each
running officer. She did this all
on her own. You'll have a great
newsletter editor to look forward
to. I am stepping down after 3 &
1/2 years (sorta burned out).

Please get behind Kym and if
you see an interesting article or
you want to write your own,
please give it to her. A newsletter
does need articles! There's still
alot of information to be gleaned
from.

Don't forget to vote!!!
Also don't forget about the
CUGOS PICNIC!!!

Lots of good food, fun, &
fellowship!

Happy computing,
Garry

CUGOS CLIPPER

And now a word from the soapbox...

PRESIDENT

!!TONY LOVE FOR PRESIDENT!!

Tony Love to C.U.G.O.S. Members - I would like the members of CUGOS to know a little about me and maybe convince some of you to vote for me as your club president. I am originally from Garden Grove, Calif. and have now spent the last 15 years in Walnut Grove, Mo. I'm married to a wonderful woman now for 11 years. We have 2 grown children. I have had a commodore for just about a year now and I have been facinated by it's capabilities. Our club was formed I believe to assist new inductees into the computing era, and help each other with our problems and questions about our wonderful machines. And to have fun! I hope to make more accessible that information. There should be a way that it would be possible for anyone with a question to find the answer to thier software and hardware questions. And I believe that our club has and is the solution.
SEE YOU AT THE MEETING. TONY LOVE

VICE PRESIDENT

Fellow C.U.G.O.S. Members,

I am running for club Vice President. This office would give me a chance to pay back all of the great benefits that I have received in my last two years plus of active club membership. During that time I have enjoyed both the fellowship with my current club members and the access to the clubs' great resources in both software and users expertise.

I feel that the job of the V.P. is to make the jobs of the President and the other officers more enjoyable by doing as much of the dredge work as possible. This gives them more time to work on new ideas and innovations for C.U.G.O.S. It is also a good place to learn more about club operations and in that way be of more benefit to the club in the future.

Long live C.U.G.O.S. and the C= eight bit machines!!!

Regards, and thank you for your consideration, Stan Spurgeon

SECRETARY

FROM THE SECRETARY'S DESK

Thanks go out to all who have supported the Commodore Users Group Of Springfield over the past 10 years. With your Enthusiasm, Ideas, Attendance and Leadership, this Users Group is alive and healthy.

Your continued efforts and support are still needed and appreciated! You can help by getting involved, attending meetings, offering your ideas, helping new Commodore Users with your knowledge and information, serving on committees, using your modem to call Digital Dimensions (869-3979) and other BBS's out there...discover a new world of communioation. Review your favorite program for the group and write an article for the Clipper.

YOU CAN MAKE A DIFFERENCE! In helping others use their Commodore and programs to their fullest, see the growth in CUGOS AND IN YOURSELF!
Bill Patrick

JUNE 1994

CUGOS CLIPPER

And now a word from the soapbox...

PRESIDENT

As some of you may already know, I will be running for the office of president in the June officer election. I've thought long and hard about the job and all that it entails, and I believe I can fill the position. Frankly, I really hadn't thought about the possibility of running for the president slot, but when Ernie felt that he couldn't spend the time with the job that it warranted, I considered running for it. Well a bit about my credentials. I've been a CUGOS member since the summer of '80, and an officer since the summer of '81. I've held the C128 librarian position for 2 consecutive terms, and have held the Educator position for the last year. My education outside of CUGOS has varied. I've been involved with the commodore computer for over 9 yrs, have been active in the commodore telecommunications area for the last 7 yrs, and have tried to be very active in whatever activity I was involved in. Let me just say, I will try and do the best job in this office that I can. I know I have a tendency to spread myself thin, and hope that the other officers will keep me in line. I know I may not have lived up to the exact idea of an Educator, but I've tried my best, in the way I knew.

As far as my plans for the club, I intend to carry on with Ernie's plans for the club the best that I can. His ideas are innovative, and give us the best chance for survival and growth. His ideas about outreach and contact will be a core concern of mine. Also the individual committee concept will also be adopted. I feel that if many don't know how to use their computer and still are not learning, then the club has failed. As far as the more advance or specialized users, I hope to make the business area of the meetings shorter and more concise, with more time given to individual concerns and just relaxing and enjoying yourself. Many things I would like to see in the future such as: An active telecommunications sig with activities run through the club bbs, an active programming sig that will all work on a given project together (ex. intros for disks, utility programs, etc.), an active word processing sig that teaches how the newsletter is put together and cultivates new officer material. Many of these things are achievable with the officer base we have now, though the emphasis must come from the group members themselves. I love my commodore and plan on using it for years to come, but in doing so I must also have help in understanding it more fully, helping others understand it and teaching another generation to teach others. This is the only way the commodore64/128 will survive. I know this article is a bit lengthy, but I felt I needed to share a bit about my plans in this area. I hope to see you all at the next meeting. And have a good election. Jason Whitener DD#:2

128 LIBRARIAN

Thought I'd take up just a "little" more space to announce that I'm running for 128 librarian. It has been a pleasure to serve CUGOS in this capacity for the remainder of this term. I have had fun discovering these islands of continued 128 support, I am happy to have shared my findings with you, and I look forward to helping CUGOS connect with the world's most loyal computer enthusiasts. Be sure to vote, and while you're at it, vote for me. Thanks.

Russell Alderson

JUNE 1994

CUGOS CLIPPER

And now a word from the soapbox...

NEWSLETTER EDITOR

Felicitations!

My name is Kym McGarry and I am running for newsletter editor. As I am running unopposed, I will use this opportunity to tell you about myself and my plans for the newsletter.

I initially joined CUGOS in 1986 after I had received a new C=64 and 1541 for Christmas. It was not accidental that I received a Commodore. After reviewing consumer reports and several articles, I decided that the C=64 was the computer that best suited my needs and interests. (This even though, at that time, I was programming in COBOL...and I never did get around to buying that compiler!) My opinion about the C=64 has not changed, even though CBM has turned my computer, Spike, into an orphan.

At the third meeting I attended, Greg Rogers asked for volunteers to help with the newsletter. As I have always leaned toward the literary (and as the word "no" seemed temporarily deleted from my vocabulary), I volunteered. Free time became No time when Greg introduced me to GEOS. I assisted Greg and he then "promoted" me (all part of the master plan, no doubt!) and I became newsletter editor. A series of circumstances caused me to quit my position. One of these circumstances reached the three year old mark and became a little more independent. With more time, my thoughts turned again to the computer and I returned to the fold.

When I returned, it was as if I had a big sign on my back reading "I want to be newsletter editor...kick me." I didn't, but Bill, Ernie and Garry seemed to think so! Bearing in mind my inability to vocalize the negative, especially to Bill Patrick, I decided to try to return a little of the joy that the club had given me. Time will tell, of course, whether YOU feel it is joy I am returning or a swift kick to the byte.

I have some definite plans for the newsletter which initially include changing the format to GEOS and forcefully requesting more articles from both the members AND officers. I feel that the newsletter gives others their first impression of CUGOS and I plan to put our best face forward. I ask that you bear with me while I try to define that impression and that you don't hang up on me when I call to request an article!

Interactively Yours, Kym McGarry

COMMERCIAL LIBRARIAN

Hello to All!

My name is Diane Durham and I am running for Commercial Librarian. Since I am new to the club, I thought I would tell you a little about myself. This is my first stab at home computing, but not at holding a club's office. I have held several positions in various organizations. I am well-organized and feel that this, and a strong back (to haul those cartons of disks to every meeting!!!), is a vital trait for this position. Although I am a new member, I am committed to the club and feel that I should be as active as possible through donation of my time. Thank you, Diane Durham

JUNE 1994

THE CUGOS CLIPPER

The 128th Floor

by Russell Alderson

"The Commodore 128 and Student Heading for Class"

That's the caption to the left of a photo on page vii of the eight-page spread between pages 92 and 93 of the Commodore 128 System Guide.

In case you can't find your copy or never had one, the photo, shot on a collegiate-looking mall in front of collegiate-looking buildings, features a collegiate-looking young man, right down to his oxfords, striding along with a 128 tucked under his right arm. Maybe he is going to use it to take lecture notes...no obvious sign of a monitor or disk drive, though, or even cables. And this was before the BBG RAM. Perhaps the person in the background has the drive...I can't tell, though. I have decided that our hero is merely taking the 128 through the old campus to the new engineering building for the show-and-tell shot on page iv of the spread.

The point, I'm sure, is that gazillions of youthful Commodorians would descend on campuses everywhere with their 128s in tow (and their 64s and Amigas too, but :-) that's someone else's column) and amaze "the establishment" with the power of our little machines. To a small extent, that's been the case in my experience at the university.

Sometimes the equipment itself amazed the True Blues. "You use 8.5-inch disks, a mouse, and a WYSIWYG word processor on a, ahem, Commodore?!" As if running GEOS constituted some kind of sacrilege. "Yours came with three-voice sound? And all of my software seems to require \$oundBlas\$ter..."

But mostly it was my choice to use the 128 for several tasks that the Beemer would be eager to do. First it was an interview-by-modem for a public speaking course. Then some small freshman composition assignments and a dorm floor newsletter. Two summers ago, I used geoWrite to compile a summary of advanced calculus theorems.

In the wake of a textbook theft next door, I devised a code to aid in the recovery of stolen books. The summer after that, an ordinary term program allowed me to exchange email with other students of abstract algebras on the university's own mainframe.

So far this year I have solved problems in numerical analysis and digital simulation with small BASIC programs and have taught my 128 to print up blank breadboard forms for instrument interfacing projects.

I must admit, though, that I have done most of my programming and word processing on the Beemers. The programming courses insist on using the IBM platforms. As for word processing...well, they have the laser printer and I don't...yet. But I won't give up on geoWrite; after all, I'm using it to write this article.

College is about learning, of course, so why shouldn't I learn a bit about the Commodores while I'm here? The 128 took the lead role then too. With the term program and QVKKR I kept up with discussions of all things Commodore. Meanwhile I downloaded Commodore files from the Internet with an IBM clone and tossed them over to the 128 with Little Red Reader. Let me tell ya, that CBM echo makes quite a professor.

JUNE 1994

CUGOS CLIPPER

SECRETORIAL NOTES

CUGOS regular monthly meeting was held at the House of Prayer, 2850 N. Park, Saturday May 14, 1994, starting at 10:00 a.m.

Vice President Suzi Edwards covered for President Ernie Trisler, who was absent. Suzi welcomed everyone and introduced both new members and visitors. She then outlined the meeting format for the day. Kevin Cornell from the House of Prayer addressed the members informing them that he appreciated CUGOS using the facility for meetings and reminded the members of the rules of the facility:

- smokers need to smoke outside and dispose of their cigarettes in the cans placed outside the building.

- parental supervision must be provided for all children. Children are not allowed to play with the preschool toys in the building.

- member access is restricted to the meeting room, restrooms, and playground.

The list of candidates for CUGOS offices was read and those present were asked to say a few words as to "why they wanted to be elected". Candidates are:

President

Jason Whitener Tony Love

Vice President

Chuck Marino

Stan Spurgeon

Secretary

Bill Patrick

Treasurer

Larry Fetters, Sr.

64 Librarian

Tony Edwards Jon Wardlow

128 Librarian

Russell Alderson

Mike Rickman

Newsletter Editor

Kym McGarry

Disk Dupliocator

Larry Fetters

SYSOP-BBS

Larry Fetters

Commercial Librarian

Diane Durham

Magazine Librarian

Ellen Montgomery

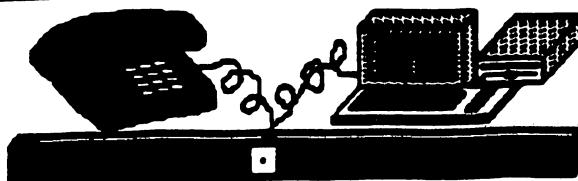
Next, a list of programs that were being released was read by Tony Edwards and he reported that some of the programs would be demonstrated after the business meeting. Kym McGarry announced that her computer was set up to demonstrate GEOS. Suzi then talked about the June picnic stating that CUGOS would provide the hamburgers, beans and drinks. Members are asked to bring salads and desserts. Tickets are offered at .25 each to get a head count of those attending. This allows CUGOS to purchase the correct amount of food.

Everyone was reminded that the CUGOS ballot in May's Newsletter should be filled out and either mailed to CUGOS, PO Box 607, Springfield, MO 65801 or presented at the June meeting.

Respectfully submitted, Bill Patrick Secretary

JUNE 1994

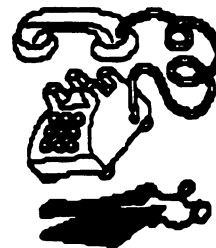
THE HELP CONNECTION



(117)

Listed below are the names and telephone numbers of the current CUGOS officers. If you have any questions, thoughts, ideas, or suggestions, feel free to contact us between the hours of 10:00 A.M. and 10:00 P.M. You can also leave E-Mail on Digital Dimension.

Name	Position	Phone
ERNE TRISLER	PRESIDENT	869-9345
SUZI EDWARDS	VICE-PRESIDENT	935-4793
BILL PATRICK	SECRETARY	882-3866
BETTE EDWARDS	TREASURER	935-4284
TONY EDWARDS	64 LIBRARIAN	935-4793
RUSSEL ALDERSON	128 LIBRARIAN	837-3624
LARRY FETTERS II	DISK DUPLICATOR	866-6198
	COMMERCIAL LIBRARY	
JASON WHITENER	EDUCATOR	865-3259
GARRY PAASCH	NEWSLETTER EDITOR	865-3551
LARRY FETTERS II	BBS SYSOP	866-6198
ELLEN MONTGOMERY	MAGAZINE LIBRARIAN	654-2798
DIGITAL DIMENSION BBS		866-3979



The Officers meeting meets at Patricks, 2353 E. Bennett, on the first Tuesday after the Meeting from 7-8:30p.m. CUGOS thanks Bill and Faye Patrick for the constant use of their building!

HOW TO SUBJECTS

Adventure Games
Beginners Info
Diskmaster Info
GEOS
Hardware Problems
Home/Business Applic.
Programming Info
Beginners Programming
Desktop Publishing
Telecommunications
Using your 64
Using your 128

CONTACT

Suzi Edwards
Jim Orr
Suzi Edwards
Garry Paasch
Charles Dailey
James Sheldon
Mike Beckman
Bette Edwards
Garry Paasch
Jason Whitener
Ernie Trisler
Charles Griffin

PHONE

935-4793
753-3525
935-4793
865-3551
865-3551
498-6798
678-8533
935-4284
865-3551
865-3259
869-9345
882-9658

HOURS

Anytime
Tuesdays 6:00 P.M.
Anytime
After 6:00 P.M.
Evenings
After 6:00 P.M.
Evenings
After 6:00 P.M.
Anytime
After 6:00 P.M.
After 6:00 P.M.

HELP!



Commodore Users Group of Springfield Membership Application

Name

Address

City, State, Zip Code, Telephone Number

What Computers and Computer equipment do you own?

How did you hear of CUGOS?

Membership Dues are \$15.00 a year. New Members, or former members having allowed their membership to lapse are required to pay an additional \$5.00. To be a member, come to a meeting, or send this form with your fee to:

CUGOS Meetings are held the Second Saturday of each Month

CUGOS, P.O. Box 607, Springfield, MO 65801

The CUGOS Clipper

1994 CUGOS ELECTION BALLOT

Each membership is allowed only one vote, whether or not it is a family membership with many members of a family, or a membership with just one person. The only exception to this is when more than one family member is elected to office. In that case, each officer has an individual membership and is entitled to one vote.

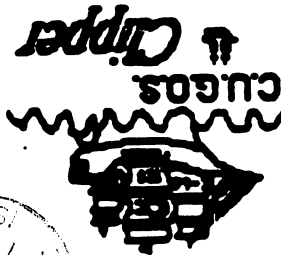
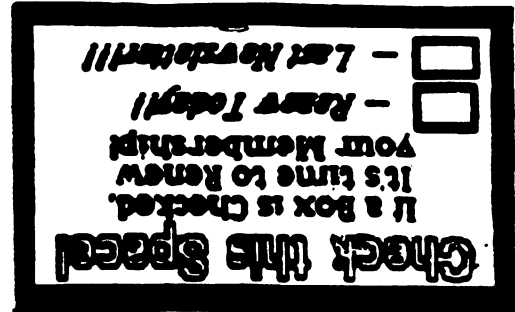
Instruction for voting:

- 1) Please vote for one person in each position. If a position is open simply pass over that position. If only one person is running for an office you need not vote for them if you would rather not.
- 2) Bring this ballot to the next meeting (June 11th). Turn in ballot to Bill Patrick and he will mark your name off the membership list. This will be done to assure no membership votes more than once.
- 3) If you wish to mail in your vote, mail this ballot page, by itself, to: CUGOS, P.O. BOX 607, SPRINGFIELD, MO. 65801. Write the word **BALLOT** on the front of the envelope that you use to mail in your ballot and also be sure to include your return address. **CUGOS** will use this return address to check off your name on the membership list. Be sure to sign your name on the ballot for proper identification when mailing your ballot.
- 4) You must mail in this ballot so that it is received on or before the Friday before the meeting. In other words this ballot must arrive in the CUGOS P.O. Box on, or before, June 10th. or bring your ballot to the meeting.

Vote for ONE in each Position! Sign YOUR name for Verification

X

PRESIDENT ____ JASON WHITENER ____ TONY LOVE	128 LIBRARIAN ____ RUSSELL ALDERSON ____ MIKE RICKMAN
VICE-PRESIDENT ____ CHUCK MARINO ____ STAN SPURGEON	DISK DUPLICATOR ____ LARRY FETTERS
SECRETARY ____ BILL PATRICK	COMMERCIAL LIBRARY ____ DIANE DURHAM
TREASURER ____ LARRY FETTERS, SR.	BBS SYSOP ____ LARRY FETTERS
64 LIBRARIAN ____ TONY EDWARDS ____ JON WARDLOW	NEWSLETTER EDITOR ____ KYM MCGARRY
	MAGAZINE LIBRARY ____ ELLEN MONTGOMERY

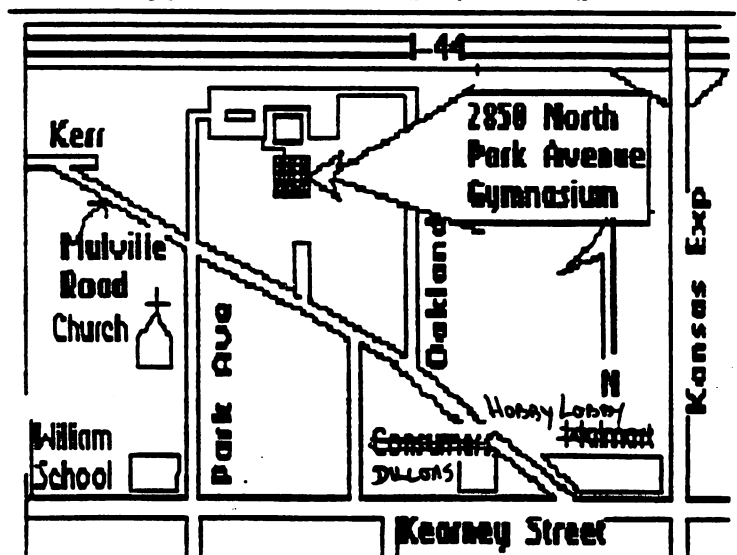


Address Correction Requested
 Springfield, MO 65801
 P.O. Box 607
 (CUGOS)
 Commodore Users Group of Springfield

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layouts as well, and would appreciate credit. We would also appreciate a copy of the newsletter containing the reprint.

Articles can be typed or handwritten however, on disk or uploaded to the clubs bulletin board would be much preferred. UD-2 on Digital Dimension has been reserved just for Clipper Articles.



The Clipper

The Commodore Users Group of Springfield Newsletter

ISSUE 122

CUGOBS

JUNE 1994

Computer Bedtime Story

Once upon a time in the year of 1986 I decided to venture into the world of computers. For years I would read all the scientific magazines I could find, so I followed the advancement of technology and computers with a close eye. I was fascinated by the physics and also the practical things that computers could do. Back in the 60's and early 70's computers were massive energy sucking monsters that cost a fortune to buy or run. Only the government or big business could afford them, but I would dream about some day having one for my very own. Then the time came when it looked like the cost for computers had come down to the point where my family and I could possibly purchase one. Then the fun started, trying to decide which computer to get. There were several brands on the market by then and it seemed like new ones were popping up everywhere. At the low cost end there were TI 99's, Vic 20's, and Timex 1000's. For a little more money you could get a C-64, or an Atari 400 or 800. If you had a lot of money, or didn't mind going into debt up to your ears, you could get - I.B.M., Apple, Osborne, Kaypro, or a host of other so called real computers. We finally settled on the Commodore 64 with a 1541 disk drive and an 1802 color monitor. If you haven't fallen asleep yet I would like to tell you why.

I had my heart set on the Apple II computer. A friend of mine where I work has an Apple IIE and through his campaigning for the machine I was convinced the Apple II was the way to go. He would proudly exclaim that

if I wanted a real computer I should get an Apple. That was fine but the cost was more (a lot more) than we could afford. I asked him about the Commodores. He assured me that Commodores were mainly for playing games and not really capable of doing much more. He even told me they made good doorstops! I talked to my wife, who also was interested in getting a family computer, and we decided to go for broke, we would buy an Apple II, because we wanted a real computer!

By rearranging our budget we figured we could make the payments by simply eating only beans for a year, plus I would have to stop smoking and drinking beer!! (OUCH)

That night my family and I went to an Apple dealer here in Springfield to buy an Apple II. We had decided on the II-C because the cost of the II-E would have forced us to sell one of our kids on the black market. When we got to the store a pleasant fellow with a smile from ear to ear came over to greet us. We told him that we would like to see a demonstration of the II-C. He told us that he would be happy to demo the machine and then led us over to one corner of the store where they had the II-C set up.

The first thing I noticed was the keyboard did not look like a standard typewriter. The keys were flat and square and they did not rise up in a stair step fashion. I asked the salesman about the keyboard and he assured me that it was a full size standard keyboard. I thought to myself, that sure was the strangest looking standard typewriter keyboard I've ever seen.

He then sat down and inserted a disk into the side of the computer. The II-C has the disk drive built into the side of the machine. After a short waiting period

Appleworks came up on the screen. He proceeded to demonstrate how you could write a letter, use a database, and merge the database information back into the letter. Very neat, but I was sure almost any computer could do that.

How about some color graphics, I said. Do you have any programs that could show us the graphics capabilities of this machine? His head snapped up to look at me and judging by the look on his face I would have sworn that I had just shot an arrow through his heart. Well Ya, I think so, he said. Oh yes, I have Dazzle Draw!! He went over to some shelves, fumbled around for awhile, then came back with a box. He reset the computer, took a disk out of the box, put it into the computer and loaded it up. Eventually a picture of a rose came up on the screen. See isn't that beautiful, he said. As I looked my eyes started to water. I found it hard to focus on the screen because it was blurry and the different colors were all bleeding together. Also the pixels were large and blocky looking so any curved edges looked more like steps than curves. I asked him if it was out of focus. No, he replied, but after all this is a computer not a television.

By this time my desire for the Apple II was dwindling fast! Then I asked if he had any music programs he could demo. Music, he snapped. Well I do have some games with some music on them. Back to the shelf he went and

CONTINUED Page 3

EDITOR'S NOTE: This article first appeared in the July 1988 issue. It was so appropriate, I thought I'd return it for your enjoyment.

pulled out another box. I noticed the radiant smile he had had earlier was now a frown. He then booted up the program and sure enough out came some noise that he declared was music. I'm certain that if Mozart could have heard it he would have come back from his grave to help this poor thing! Now I was sure I didn't want the Apple.

I thanked the salesman for the demo and we left somewhat disappointed. When we reached our car I talked to my wife and we both agreed that if this was the best a home computer could do then we would have to wait until they improved. On the way home we had to pass ACS, the Commodore store here in Springfield, so we decided to stop and have them demo a 64 for us.

When we entered the store I noticed they had an Amiga and a 64 set up. I asked a salesman if he would demo the 64 for us. He said he would be happy to and asked what we would like to see. First I asked if the 64 could handle word processors, databases, spreadsheets, home management programs, etc. He assured us that they were 100's of programs for the 64 for that type of thing. Then I asked if he would demo something with some sound and graphics. He smiled, pulled a program called Little Computer People off the shelf, put the disk into the drive and booted it up. In a few moments a picture of a doll

house came up on the screen with a little man and his dog roaming around inside it. I could hardly believe my eyes!!! Could this be? The toy computer had a picture on the screen that was far and away better than the picture we just saw on the real computer!! The colors were vivid and sharp and they did not bleed together like on the Apple. The pixels were much smaller so fine details were easy to make out. Gone was that crude blocky appearance. I was so impressed I could hardly speak, but I did manage to ask the salesman if it could play music. He looked at me and said "Well, I think this little guy can play the piano." Then he went to the keyboard, which, by the way, was just like a typewriter, and typed PLEASE PLAY THE PIANO. By golly that little guy stopped what he was doing, turned to face us, then nodded yes with a big smile on his face. Up the stairs he went right to his piano and played us the hottest lick of Minuet I've ever heard!! Music poured out of that computer! I darn near started dancing. That did it, I was sold. I asked the salesman what the computer, monitor, and disk drive would cost. He told me \$575.00 for the works!!! Wow, that was \$420.00 less than they wanted for the Apple II-c and it was on sale! I told him we would take it. To this day we are very thankful that we bought a Commodore computer, and I didn't even have to give up my cigs and beer!!!

Good night now,
Art Voepel



Adventure Games

Suzi Edwards 935-4793

Beginner's Info

Jim Orr 753-3235

Diskmaster Info

Suzi Edwards 935-4793

GEOS

Garry Paasch 865-3551

Hardware Problems

Charles Dailey 831-9498

Home/Business Applications

James Sheldon 498-6798

Programming Information

Mike Rickman 678-8533

Beginner's Programming

Bette Edwards 935-4204

Desktop Publishing

Kym McGarry 864-8395

Telecommunications

Jason Whitener 865-3259

Using Your 64

Ernie Trisler 869-9345

Using Your 128

Charles Griffin 882-9658

OFFICERS

Jason Whitener	865-3259
Chuck Marino	833-0133
Bill Patrick	882-3866
Larry Feters, Sr.	865-0590
Kym McGarry	864-8395
Tony Edwards	935-4793
Russell Alderson	837-3624
Larry Feters, II	866-6198
Diane Durham	831-3687
Ellen Montgomery	654-2798

Commodore Users Group Of Springfield Membership Application

Name _____ Address _____
City _____ State _____ Zip _____ Phone _____
Where did you hear of CUGOS? _____
What type of Computers and Peripherals do you own? (If any) _____

What are your main interests as a user?

Do you have a special interest in of the following?(Check all that apply)

() Telecommunications/modems () Wordprocessing () Programming () Gaming () Desktop Publishing

Membership dues are \$15.00 per year with a one time registration fee of \$5.00.

Meetings are held monthly. See newsletter for details on meeting times, dates, and locations.

To become a member, mail this form with your hard earned \$\$\$ to:

CUGOS, P.O. Box 687, Springfield, MD 65881.

CUGOS

Commodore Users Group Of Springfield

President	Jason Whitener
Vice President	Chuck Marino
Secretary	Bill Patrick
Treasurer	Larry Fetters
Newsletter Editor	Kym McGarry
64 Librarian	Tony Edwards
128 Librarian	Russell Alderson
Commercial Librarian	Diane Durham
Magazine Librarian	Ellen Montgomery
BBS SYSOP	Larry Fetters, II
Disk Duplicator	Larry Fetters, II

The CUGOS Clipper

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Springfield, MO 65801.

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Classified ads are accepted and are provided free to our members. Non-members must pay a \$5.00 fee per issue containing the ad. Address all classified ads to the address given above.

Captain's Quarters

2nd Generation Users

Well, many of you may already know, Commodore Intl. has taken its stock off the New York Stock Exchange. This typically is a bad sign for a business, and often means the quick liquidation or sale of the business. So what exactly does that mean to us. Well, it could mean that there won't be very many authorized dealers/repair people for repairs or information. It might mean that no corporate support will be available. It might mean that no new product lines will be available. So where does that put computer clubs and CUGOS, in particular, within the scheme of things? Well, I feel it gives us a great opportunity.

Many of us realized long ago the Commodore corporation wasn't interested in our well-being. They all but dropped any support of the machine, discontinued production of the 128.c+4.c+16.vic20.and now the c64. Most of the hardware peripherals were dropped several years before that, and are now generally only available through mail order or can be found used. So what situation has that put us in, you might ask? Many of us have stayed with our commodores because we love them, some have stayed because of lack of cash to upgrade, and others just like the sentiment. Well, let me tell you, we are facing a 2nd,3rd, and even a 4th generation commodore user. Many people are picking up systems at great prices from flea markets, garage sales, and auctions. When they get these systems, there often is little or no documentation, no tutorials, no software, and often not

even the cables needed to hook it up. This is definately a niche we can fill. Many of us can remember all the years we've been connected to this fine machine, but there are many in our number that are just starting out. Many who need the guidance and support or they will drop the machine as many have before.

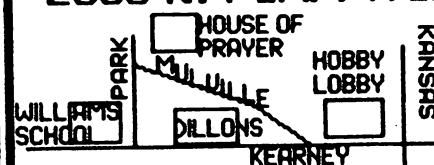
Honestly, there still is quite a bit of support. There are company's like CMD, Mad Man software, Creative Pixels, and many others. There are magazines like Loadstar, dieHard, and several others. There are local technicians like R&T Engineering. And many of the programmers and support people that provided much of the software several years ago are returning. You see, many of these people were high school or college students and with time constraints, were unable to support the machine. Now they are graduating and want to start supporting it once again. I know of several of these people, personally.

Overall, the outlook is not nearly as bleak as many think. It'll just take a bit of work and devotion, and this machine will last for many years to come.

Jason Whitener
President



**C.U.G.O.S.
MEETINGS**
are held the 2nd
Saturday
of each month at the
House of Prayer
Gymnasium
2850 N. Park Ave.



The 128th Floor

by Russell Alderson

"Catchup"

What with graduating from college, celebrating ten years as a Commodore user, and a grueling (wink) campaign, it's time to play a little catchup. So here goes...

April disk releases

Disk DM:

CS-BATCH. Helps you write batch files for use in CS-DOS (disks CR and CS).

CS-GREP. Helps you search for text patterns in one or more files on a disk.

CSXTRA4.5. Includes utilities that allow you to read the root directory of IBM-formatted disks on your 1571 or 1581 drive.

LZHTOSFX. Turns an ordinary LZH archive into a self-dissolving SFX archive.

PCRC. A short checksum program you can use to verify that a downloaded file was transferred okay.

LRR. A clone of Big Blue Reader, the famous utility that copies files between CBM- and IBM-formatted disks.

ZED-128.A promising text editor that uses your RAM expander as extra document space.

Disk DI: Graphics Viewers

MACVIEW. View MAC-format using the 128's interlace mode.

UBM. View BitMap files (".bm extension; also ".bmp")

TOUCAN.BM. A toucan for viewing with UBMdesdates for viewing with UBM.

TEAM.UBM

July disk releases

Disk DJ: The Servant 128

A configurable DOS wedge that you can have copied to an EPROM for convenience and speed.

Disk DK: Zen & Internet

ZEN-1.SFX, ZEN-2.SFX. The definitive guide to the vast array of information and services available on the Internet.

DIALOGUE. A trial version of the commercial terminal program Dialogue 128.

FILETYPE.128. Easily change the filetype (PRG, SEQ, USR) of any file on disk.

FLICKERMAR. Another interlacing MAC graphic viewer.

SDEDIT 12.0. Super Directory Editor.

LOADSTAR 128 823

Arrived last month with three games, two productivity programs,

and a sound utility.

In "Alphabet Fill-ins," you are presented 26 words, each with a different letter missing. You can make up your own puzzles, too.

"Auld Lang Syne" is a solitaire game with three skill levels. Why the name? Because by the time you win at the hardest level, you'll probably be hearing us sing Auld Lang Syne.

Yet another 128 version of Mah Jongg, the ancient Chinese tile game. This one allows you to select from six "dragons" (starting arrangements) or design your own.

"Free Base" is a general-purpose database program.

"Fiduciary" is a powerful home finance assistant.

The SFX in "SFX Player" stands for Sound F/X. Dozens of preprogrammed sound effects for you to enjoy.

To subscribe to LoadStar 128, call 1-800-594-3370.



The Digital Dimension

It's finally up and running!!! In case you missed the last meeting CUGOS just recently bought new software for the BBS (Digital Dimension). I received it last Thursday and spent over a week trying to get it up and running with the hardware we had. I really didn't think it would be to hard to get going and set it up the way I wanted. But, it wasn't that simple!! I had to rewrite and spend lots of time going through things to finally get things rolling!! I had to call in some help. I spent a week and nothing was ready. I was tired and disapointed. Russell Alderson came over and found what I was missing and we got it online that night (6/16/94). I really think if you can get a modem or if you all ready have one you will really like what this BBS has to offer!!

Without going into great detail (and taking a risk of boring you to tears!!) I will quickly run down some of the things DMBBS has!!! One of the things I was constantly ask was do you or can you get online games!! And the answer was always no!! But that has changed because one of the many things you can do on line is play games. They are called mods on the BBS.

Another big thing I really needed was being able to weed out or delete users that didn't call but once a year. It has this feature and saves me time and saves valuble space on the harddrive.

Some more features available to the user. It's capable of having over 40 message bases and u/d library's. Massive compared to the old software!! It can run separate files written by the sysop or users at midnight for maintenance. ie validate drives check for new user's and reset the system if need be.

I guess thats about all I can say in this part of my letter. If you have any questions or comments about the BBS please look me up..and one more thing I will mention is I have made A LOT OF CHANGES to the board..trying to keep up with the user's demands and so far they seem to agree to what I have done.

One bad thing I must report is the board will no longer except 300 baud users..I dont like it just as much as you do..I will talk to the officers and try to come up with a solution!!! in the mean time give the NEW DIGITAL DIMENSION BBS a call!!!

Until next time...

LARRY FETTERS II
DIGITAL DIMENSION
SYSTEM'S OPERATOR

Editor's Note: After discussion at the officer's meeting, it was decided that we should change our modem so that ALL users, including 300 Baud, would have access to the Board. That has been accomplished and the board is now accessible to 300 baud users.



The Clipper Log

CUGOS MINUTES June 11, 1994

CUGOS regular monthly meeting was held at 2850 N. Park June 11th starting at 10:00 A.M.

Vice President Suzi Edwards acted as President presiding over this meeting, introducing Guests & New Members. This being CUGOS Annual Election and Picnic Meeting, Most business was brief. Suzi asked if all members had turned in their ballots, after which she declared the ballot closed, appointing Ed Sullivan & Ron Hardy tellers to count the ballots, after the ballots were counted, the following results were announced:

President	Jason Whitener
Vice President	Chuck Marino
Secretary	Bill Patrick
Treasurer	Larry Feters Sr.
64 Librarian	Tony Edwards
128 Librarian	Russell Alderson
Disk Duplicator	Larry Feters

Continued page 5

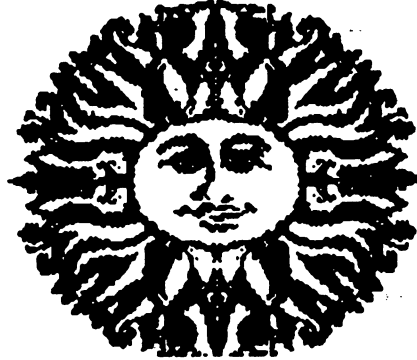
Editorial Eddies

Salutations!

When I first "returned to the fold" the question uppermost on my mind was what new developments were available for the Commodore and where I could find it. My question was partially answered the first time I logged on to Bill's Board and discovered Fidonet. Any question I had seemed to be voiced already on the Commodore Echo. Not only did I discover the newest terminal programs critiqued in detail, off-line readers and the benefits thereof, new magazine announcements, new products designed to improve and enhance the software I was familiar with, I also found the creators of these innovations on-line and ready to help even the newest users. I found a network of informative and helpful users who not only supported the Commodore, but promoted it as well. I read list after list containing valuable information on C-BBS's, software dealers, hardware supporters, and user groups. Most importantly, I discovered that Commodore was not dying but thriving. It was exciting! I found my own enthusiasm rising as I read the posts of editors like Jack Vanderwhite of Ceebs Alive! and programmers like Rod Gasson discussing their products and offering help along with all the faceless names on the echo. I was (and am) so impressed by the wealth of information I found that I had to share it. So my

first issue is dedicated to those who think that the Commodore is just 8 short bits away from dying...read on and find out what is new for your computer and where you can go to find it. And if you don't have a modem, make that your first purchase... there's a whole new world awaiting you out there!

Interactively yours,
Kym McGarry



The Clipper Log continued

NewsLetter Editor Kym McGarry
BBS Sysop Larry Feters
Commercial Librarian Diane Durham
Magazine Librarian Ellen Montgomery

Thanks go out to all who participated in this election. After brief remarks, the meeting was closed, and members enjoyed food prepared by Chief Cook Larry Feters. Hamburgers -- Hot Dogs -- Baked Beans -- Potato Salad -- Drinks furnished by CUGOS. Salads & Desserts were furnished by the Membership.

A Door Prize drawing was held from tickets sold, with the winner being Ed Sullivan. The picnic broke up around 1:00 P.M.

Respectfully Submitted,

Bill Patrick

Keeping Current

By Charles Christian

(This article was copied from the CMD product catalog and is reprinted from the May Briefcase)

You're probably wondering why it has been so long since CMD has released a new catalog. Well, the answer is that we've been too busy expanding our product line to better serve the Commodore C-64 and C-128 market. During the past nine months, CMD has acquired RUN Special Products, the rights to GEOS, released three new products and added countless products to our ever expanding product line.

Unlike other companies that have expanded into other markets, CMD has remained exclusively Commodore. Why? Because we see an opportunity to provide Commodore users world-wide with the products they need to keep their machines productive. In this catalog you will find current versions of popular software and hardware at reasonable prices. What you will not find is propaganda extolling the virtues of overpriced, under equipped MS-DOS machines that will cost you thousands of dollars and do little more than your C-64/128.

Let's face it, your computer has the distinction of being the longest lasting computer in history. The C-64, as a computer platform, has been around since 1982 and remains virtually unchanged. Why is this to your advantage? Because it has insulated you from the rat race they call the MS-DOS market. During the life of the C-64 there have been no fewer than twenty-five versions of MS-DOS based computers, from the original 8088 to the newest Pentium. Of these, all but eight are now considered obsolete.

I recently read an article that stated that the average MS-DOS based computer owner is expected to spend \$2500 every two years to upgrade their computer hardware and that doesn't include the infinity number of software upgrades required to run the new hardware. I don't know about you, but I find that to be a bit ridiculous for a home computer. How much have you spent upgrading your existing Commodore system since you've owned it? Even with the addition of a CDD hard drive, RamLink, FD Series floppy drive, SwiftLink, 14,400 baud modem, JiffyDOS and all new software, you would have trouble spending that much and it would extend the life of your system by at least another five years.

The other argument that is commonly used by MS-DOS, Mac and Amigo owners is that the Commodore market is dead. **We beg to differ.** Commodore's own estimates suggest that there are in excess of 18 million units sold and over 3 million active users world-wide. In fact, there is so much activity in the European community that CMD has had to open an office in Austria to handle the demand for our products. Also, Commodore C-64's are still being produced in quantity in India and Hungary to satisfy the continued demand for an affordable home computer. This does not fit my definition of a dead market.

One has to take into consideration the purpose for which they use their home

computer. Word Processing? Database? Home Records? Games? Telecommunications? The C-64/128 computer is ideal for these applications but if speed is your pet peeve, take a look at some of our ultra fast storage devices. Running out to buy a MS-DOS machine doesn't make much sense. About all it gets you is membership in the group that plans on spending \$2500 to upgrade a computer every two years, not to mention the cost to upgrade all of that software each time.

So enjoy browsing through our new catalog and **remember to support those companies that support you!**

The following listing is provided as a service to our readers. It in no way is an endorsement and/or guarantee of the company or the products they provide. The information provided was taken from several sources including: AndrewK. /Icebreaker -Fidonet C64 Info; The CACE Briefcase; The Civic 64/128 Gazette; Keywords; HACKS Newsletter; ACUG's Queens Bits; TU/BUG BugBytes; The RACUG Diskette; Commo-Hawk; The BBCG Commodore Compendium; The CCR Hardcopy and dieHard (check their current issue for even MORE resources!) Please call or write for current information, prices and catalogues before ordering any items. Resources are grouped loosely into magazines, hardware, software and special.

RESOURCES

Parsec, Inc.
(Publishes Twin Cities 128/64 Magazine)
P.O. Box 111
Salem, MA 01970-0111
1-508-745-9125
Cee-64 Alive!
Diskmagazine
c/o Jack Vanderwhite
P.O. Box 232115
Sacramento, CA 95823
\$25 per year for 8 issues (2-3 disks)
Random C64/128 Magazine
c/o Saber Enterprises
7161 North Maine
Clovis, Ca 93611-8200
\$23.70 for one year (10 issues)
Compute's Gazette
Diskmagazine
P.O. Box 3250
Harlan, IA 51593-2430
\$49.95 for 12 issues (2-3 disks)
LOADSTAR
Diskmagazine/Specialty Disks
P.O. Box 30008
Shreveport, LA 71130-0008
Trial 3-month Sub - \$19.95
Credit Card Orders - 1-800-831-2694
Commodore World Magazine
Creative Micro Designs
P.O. Box 646
East Longmeadow, MA 01028
\$29.95 for 1 year, 8 issues
dieHard
magazine/disk-Spinner
Subscription
P.O. Box 392
Boise, ID 83701-0392
\$16.97 per year, magazine only
\$45.00 per year, disk only
\$49.97 per year, disk and magazine
The Underground
magazine
c/o Scott Eggleston
4574 Via Santa Maria
Santa Maria, CA 93455
\$11.00 per year

Commodore Mail Link Newsletter/
Mail User Group
Jean Nance
Rt. 1, Box 151
St. Joseph IL, 61873
\$15 per year, bimonthly editions
Microbytes
Quarterly
64/128Newsletter
2648 S. Kennilworth
Berwin, IL 60402
\$2.00 each
The Final Horizon
1409 Mill Street
Larime, WY 82070
Monthly newsletter
Bimonthly disk
Aprotec
9323 W. Evans Creek Rd.
Rogue River, OR 97537
Special Products
1-503-582-2120
BBS 503-582-1225
Creative Micro Designs (CMD)
P.O. Box 646
E. Longmeadow, MA 01028
Order 800-638-3263
Info 413-525-0023
BBS 413-525-0148
Hardware, software, GEOS, RUN/ReRUN back issues, programs, magazine. Free Catalogue
Tenex
P.O. Box 6578
South Bend, IN 46660-6578
Order 800-776-6781
Info 219-259-7051
Hardware, software
Free Catalogue
Software Support Int'l (SSI)
2700 NE Andresen Road
Suite A-10
Vancouver, WA 98661
Order 800-356-1179
Hardware, software
Free Catalogue
The Grapevine Group
3 Chestnut St.
Suffern, NY 10901
Orders 800-292-7445
Info 914-368-4242
BBS 914-343-8463
Hardware, parts, C= factory surplus
Free Catalogue

THE CLIPPER RESOURCES

The Software Hut
2524 S. Broad St.
Philadelphia, PA 19145
Orders 800-848-0079
Info 215-462-2268
Hardware, software,
parts, chips
J.P. PBM
Products By Mail
c/o N. Sheridan
Mall Postal Outlet
Box #60515
Downsview, Ontario M3L
180 Canada
Hardware
\$2.00 for disk catalogue
Performance
Peripherals
5 upper Loudon Road
Loudonville, NY 12211
800-925-9774
Modems, drives, Etc.
Yesterday's
Computers
7905 Hwy 72 West
Huntsville, AL
205-722-8030
Hardware, repairs
Computer Bargain
Store
3366 South 2300 East
Salt Lake City, Utah 84109
801-466-8094
\$1.00 for list of new/used
hardware and software.
Stanley E. Estes
Rt. 6, Box 123
Little Falls, MN 56345
612-584-5165
Hardware, software
Jameco
800-831-4242
Call for free catalogue
AML Services
and Supplies
71-38 Myrtle Ave
Glendale, NY 11310
718-326-1110
Hardware, chips, parts
ABI Computer
Karcher Mall
Nampa, Idaho
208-465-7545
Hardware
Commodore Computer
Center
4817 Emerald Street
Boise, ID 83706
203-342-3401
Hardware

Dave's Computers
32400 Aurora Rd.
Solon, OH 44139
216-248-4514
Services, call for info
Mid-Continent
Computers
2332 N. MacArthur
Oklahoma City, OK 73127
405-946-2888
Call for info
Xetec
2804 Arnold Road
Salina, KS 67401
913-827-0685
Hardware
Amitek
1950 S. Glenstone
Springfield, MO 65804
800-276-2501
hardware, software
Bruno's Computer
Warehouse
510 Andover Park West
Tukwila, WA 98188
205-575-8737
Hardware
Software Etc.
801-S. Greenville Ave.
Allen, TX 75002
214-727-9695
Hardware, software
Bear Technologies &
Computer Sales
1005 McKean St.
Philadelphia, PA 19148
215-336-5296
800-755-5295
Hardware, software,
repairs
Commodore Country
1420 Rd. 914
Burleson, TX 76028
817-295-7658
Hardware, software,
repairs
Harvey and Associates
1409 Mill Street
Laramie, WY 82070
307-742-3275
Hardware, software
Briwall
P.O. Box 129/58
Kutztown, PA 19530
800-766-5757
Free on disk catalogue
Software

Software Discounters
of America
P.O. Box 111327, Dept. RN
Blawnox, PA 15238
1-800-225-7638
Software, closeouts
MPCUG
P.O. Box 391
Gloucester, VA 23061
Public Domain Software
SOGWAP
115 Bellmont Road
Decatur, IN 46733
219-724-3900
Software
MadMan Software
1400 East College Drive
Cheyenne, WY 82007
307-632-1178
Software
8-Bit Software
P.O. Box 542
Lindenhurst, NY 11757-0542
516-957-1110
Public Domain and
Commercial Software
Free catalogue
Compusult Software
P.O. Box 5160
San Luis Obispo, CA 93403
805-544-6616
Tons of \$5-10
Commercial/PD software
Disks 'O' Plenty
Software
8362 Pines Blvd., Suite 270
Pembroke Pines, FL 33024
305-963-7750
\$2(refundable) catalogue
plus sample disks
Microstorm Software
P.O. Box 1086
Sidney, MT 59270
@ Enterprises
Software
P.O. Box 77123
Washington, DC 20013-7123
Powerdisk Software
6813 Lotus Way
West Jordan, UT 84084
Caloke Industries
Department GK
P.O. Box 18477
Raytown, MO 64133
\$2 for catalogue and
sample disk
Creative Pixels
P.O. Box 592
Library, PA 15129

Keystone Software
Department G
P.O. Box 592
Pittsburgh, PA 15218
412-243-1049
Free catalogue
KFPDS Software
c/o Kenneth Franklin
P.O. Box 470464
Los Angeles, CA 90047-0646
\$2 for catalogue and
sample disks
FGM Connection
P.O. Box 2206
Roseburg, OR 97470
503-673-2234
(Fun Graphics Machine)
Living Proof Software,
Ltd.
Dept. G-3
P.O. Box 80714
Minneapolis, MN 55408-8714
Antigrav Toolkit, Inc.
P.O. Box 1074
Cambridge, MA 02142
Free catalogue
Busy Bee Software
P.O. Box 2959
Lompoc, CA 93438
(The Write Stuff)
805-736-8184
Granny Grinder's
P.O. Box 1171
Carr Station
Florissant, MO 63031
Free catalogue disk
to users groups
Bare Bones Software
949 4th Ave #222
Huntington, WV 25701
Orders 800-639-1123
Customer Service
304-529-0461
BBS 304-529-7050
Horsefeathers
Graphics
N. 27310 Short Rd.
Deer Park, WA 99006-9712
Quick Brown Box
26 Concord Rd.
Bedford, MA 01730
617-275-0090
64 Disk Connection
4291 Holland Rd.
Suite 562
Virginia Beach, VA 23452
software
Send \$2 for catalogue
and 30 sample programs.

THE CLIPPER RESOURCES

Centsible Software
P.O. Box 930
St. Joseph, MI 49085-0930
Orders 616-428-9096
BBS 616-429-7211
Color 64 BBS
c/o Fred Ogle
P.O. Box 35427
Dundalk, MD 21222-7427
Compustuff
P.O. Box 5160
Medina, OH 44256
216-725-7729
Computer Workshops
3612 Birdie Drive
La Mesa, CA 91941-8044
Epyx Inc.
1979 Palomar Oaks Way
Carlsbad, CA 92009
619-431-9888
GEOWorks/Commodore
Order
Processing Center
960 Atlantic Ave.
Alameda, CA 94501
800-772-0001 Ext. 1012
Lance Haffner Games
P.O. Box 100594
Nashville, TN 37224
615-242-2617
Landmark Series
c/o New Horizon
Software
326 Fern Ave. - 2nd Floor
Lyndhurst, NJ 07071-2127
Master Software
6 Hillery Ct.
Randallstown, MD 21133
410-922-2962
NovaTerm
c/o Nick Rossi
427 Avenue J
Snohomish, WA 98290
Novastar Game Co.
P.O. Box 1813
Rocklin, CA 95677
916-624-7113
Quincy Software
9479 E. Whitmore Ave.
Hughson, CA 95326-9745
RMS Software
16 Maybrook Drive
Maywood, NJ 07607
201-843-3116
BBS 201-845-8250
Terrapin Software
400 Riverside St.
Portland, ME 04103-1068
800-972-8200

Titus Software
20432 Corisco St.
Chatsworth, CA 91311
818-709-3692
Cottonwood Computer
8256 Main St.
Cottonwood, CA 96022
916-347-0416
Tycom
503 East St.
Dept. C
Pittsfield, MA 01201
413-442-9771
Dale Sidebottom
1001 Estate Circle
Georgetown, IN 47122
Color GEOS print programs
TPUG
Toronto Pet Users
Group, Inc.
5334 Yonge Street
Box 116
Willowdale, Ontario
Canada M2N 6M2
The original Commodore
computer club. PD
software for the C64/128,
CP/M, GEOS, VIC 20, PET,
Amiga. Catalogue
\$1...specify machine
SUZART
1529 Longmont Ave.
Boise, Idaho 83706-3731
GEOS fonts, etc.
FRD Software
Dick Estel
3487 E. Terrace
Fresno, CA 93703
Write for catalogue
Joe Buckley
464 Beale St.
West Quincy, MA 02169
STORM SYSTEM DISK,
(GEOS)
Those Designers
3330 Lewis Ave.
Signal Hill, CA 90807
Clip Art..write for info
Home-Spun Software
PO Box 1064DH
Estreo, FL 33928
Disks \$2-5
Send 29c stamp for
catalogue
Sunrise Software
439 Park Lane
Massapequa Park, NY
11762
Denny's Quest, software

Andromeda Software
Inc.
PO Box 605
Amherst, NY 14226-0605
Shareware, PD.
Write for catalogue...
Program Distributor
Peachtree Press, Inc.
2414 Sixth St.
Berkely, CA 94710
800-283-9444
Books
Abacus
5370 52nd Street SE
Grand Rapids, MI 49512
616-698-0330
800-451-4319
Tab Books Inc.
Blue Ridge Summit, RA
17294
717-794-2191
800-822-8158
Compute!Books
c/o CCC
2500 McClelland Ave.
Pennsauken, NJ 08109
(Mapping the 64/128, other
books)
JMU Graphics
P.O. Box 635
Blair Athol 5084
South Australia
(3 GEOS 'How to Books', 3
levels, Commodore disks
Handbooks. \$15 per book,
\$5 s/h from USA)
Leroy's Cheatsheets
Cheatsheet Productions
P.O. Box 8369
Pittsburgh, PA 15218
412-243-1049
Keyboard Overlays and
asst. Labels
DELPHI Online Services
1030 Massachusetts Ave.
Cambridge, MA 02138
800-695-4005
By Modem- 800-365-4636
After connection hit
<RETURN>
Password - CONNECTMAG
GEIE Online Services
P.O. Box 6405
Rockville MD 20849-6403
800-638-9636
By Modem- 800-638-8369
At connection type H#H
<RETURN>
At U# prompt, enter
XT99255,CONNECT <RETURN>

COMPUSERVE Online
Services
P.O. Box 18161
Columbus, OH 43272-4670
615-457-8600
800-524-3388,
Operator #366
Q-Link/America OnLine
8619 Westwood Center Dr.
Vienna, VA 22182
800-827-8444
Dale Sidebottom
1001 Estate Circle
Georgetown IN 47122
Color GEOS Printing
Programs
Mary E. Wilson
2300 Chaucer St.
Clearwater, FL
34625-4203
Four multi-font disks for
GEOS - \$12.00
NMTS Fund
1529 Longmont Ave
Boise, ID 83706-3731
GEOS programs/fonts by
late GEOSprogrammer,
Michael Myers.
Nathan Fiedler
5711 Mt. Pleasant Rd
Bernville, PA 19506
geoCanvas/geoUtilities

And that is the end of our
list. If you have additions,
please send them to:

C.U.G.O.S.
Attention: Kym McGarry
P.O. Box 607
Springfield, MD
65801

I will try to run additions
every two months or so,
depending on the number of
names that come in.
Thanks again to the
publications and people
provided the original
listings. And it bears
repeating,

**Support those
businesses
supporting
our machines!**

THE CLIPPER

COMMODORE SURVEY

(Omicron, Inc., is conducting this survey. The information will be used in consideration of future products. Please fill it out and send it to the address below.) I am a member of CUGOS. Commodore Users Group Of Springfield (MO.).
I currently use my Commodore for:

I own/use these Commodore Computer(s):

C64 64C 128 128D SX64 VIC20 (other)->

I own/use these Commodore Disk Drive(s):

1541 1541-II 1571 1581 CMD Hard Drive 1530 Datasette
(other)->

I own/use these RAM Devices:

I own/use these peripherals:

mouse joystick koala pad light pen number pad

(other)->

I own/use a modem: (list make, type, baud)

I own/use a Printer: (list make, model, type, Commodore ready (Y/N))

I own/use a Printer Interface: (list make, model, -additional hook-ups?)

My favorite Commercial Programs: (list name of program & maker)

I own: (please circle amount) of Commercial Programs

1-5 5-10 10-15 15-20 20-25 other

I plan to spend in a year: (please circle)

5-10 10-15 15-20 20-30 30-50 other

Name:

Address:

City, State, Zip:

Tel.#:

Mail to: Omicron Inc., Official Commodore 8-bit Census, 1406 Euclid # 1,
Berkeley, CA. 94709-1944

INSIDE THIS ISSUE

- Computer Bedtime Story
- Editorial Ramblings
- Officers Bear All!!!
- Classified's (see what you can't LIVE without!)
- Resources - All the places you need to know and go!

DAYS TO REMEMBER

- July 4 Independence Day
- July 9 C.U.G.O.S. Meeting
- July 11 Officer's Meeting
- July 17 National Ice Cream Day
(Share a lick or two!)
- July 20 Newsletter Deadline



COMMODORE USERS GROUP
OF SPRINGFIELD
PO Box 670
Springfield, MO
65801

Address Correction Requested

CHECK THIS SPACE!

If a box is checked,
it's time to RENEW
your membership!

☐ --Renew Today!!

☐ --Last Newsletter!

The Clipper

Newsletter of the Commodore Users Group of Springfield

ISSUE 123

C.U.G.O.S.

AUGUST 1994

The Internet and Where You Fit In

By Jason Whitener

The Internet, the Infobahn, and the Information Super-Highway, are just a few names for this telecommunications gem. In the past few months we have been swamped by many articles and newstories about what exactly the President has in mind and what is available. Some resources are good others are far to general and yet others don't quite know where to start. My article definitely falls in the last section.

First, lets decide exactly what the Internet, or from here on out, the Net is. The Net is a series of interconnected computers, sometimes connected by regular phone lines and in other instances, by satellite communications. Prior to the Net coming about, there was a large network, named Arpanet, set up for government and education facilities, whereby they might share information and ideas, and make it much easier to get projects accomplished, especially when different parties were seperated by state or even country lines. This network worked fine until the late 70's to early 80's, when it all changed. With the introduction of the home and personal computers, the networks started finding other users online rather than just researchers. As computers were put into the hands of "normal" people, there was an explosion of use on the networks. As time went by other networks were set up that would allow other users access to other parts of the globe, and in turn those networks set up access to the original network. All this has happened and is continuing to happen as we speak. The Net is basically a network of networks, allowing virtually instantaneous access to news, information, and programs from around the world. Recent estimates say that there have been averaging about 100,000 new contacts on the Internet per month, and that number continues to grow.

Second, lets talk about what all this means to you. Well, first of all it means that the average computer user, regardless of age, race, gender or profession, can have access to the world through their fingertips. It means that you can leave mail and talk with people all over the globe, with just a few keystrokes. It

means you can get news and newspaper articles the day they are published, or, in some cases, the day before they go to print. You can travel to many of the places most of us only dream of. Places like the Library of Congress, NASA, The White house, countries like Japan, Australia, and England. You can find information on virtually any idea, hobby or interest you might have. Basically, it is a total information archive.

Third, lets talk about what the hang ups there are in the system. We all know that when something seems too good to be true, it probably is. The main drawback is that it is difficult for people to find their way around. Most of us that have had Net access for any length of time, understand the basic premise, and know where we go from day to day, but there are many aspects that are unknown to us. Even experts admit they are at a loss. The good news is there are many good reference books, some on the net, and many more are available from the public library and bookstores. These are valuable reference guides, and with them many find their way around rather well. One of the better guides is The Internet Navigator. It gives step by step instructions about the net and explains everything in simple to understand instructions.

Fourth, and finally, where you can get access. There has been quite a bit of hype lately about Orion. It is the local library's access point. This is by far and away one of the better options. There are many places that are offering Net access, but many of them are long distance, and most limit the abilities that are available. Orion is free to the public, and limits very little in the way of services. The only thing you need is an application which has to be filled out and sent in. They will then send back a letter with your account name and password. You will need these to get on for the first time. The number for Orion is 864-6100.

When you first get on using your computer and terminal program, you need to have 80 column support and be in vt100 support mode. If your terminal doesn't support either of these, come see one of the officers at the meeting, and we'll set you right up (Novaterm 9.5 supports both of these features). The first screen that you will see is a greeting and a place to type in your account name and password. Just type these in, pressing enter after each line. If there is no problem it will let you in and

then you can browse to your hearts content. If you see any options for help or more information, just look at them. Most will give you a basic overview of what Orion has to offer.

I hope some of you will benefit from this article and I hope to have others along the same lines in the months to come. If you have any further questions, just see me at the meeting or give me a call, and I'll try and help you all I can.

SOFTWARE DEFINED

By Dave Kennedy

Public domain, freeware and shareware are all types of software that can be transferred through BBS' and networks without violating anyone's copyrights.

Public Domain is entirely free of copyright restrictions. These programs are released with no strings attached and the author has given up all rights, meaning no one owns them. Software created or extensively modified after March, 1989 must clearly be dedicated to the public (by the copyright owner) in order to enter the public domain.

Freeware does not require any payments for its use and remains copyrighted by the owner. Donations may be requested, but are not a legal obligation. Copyright owners can prohibit public distribution of modified forms and charging distribution fees.

Shareware is a way of marketing software inexpensively, usually through BBS' and disk vendors or distributors. The main premise behind shareware is to "try before you buy." The user is given a limited free trial period in which to decide if the software meets their requirements. To continue using the software after the trial period requires registering the program by paying a fee to the copyright owner or his agent. Most shareware packages include license terms setting conditions for distribution. Use of software after the trial period, modification of files and distribution other than as permitted are all copyright infringements. There are also variations on freeware and shareware, such as charityware, where a donation to the author's favorite, or your favorite, charity is requested.

Ed Note: Dave is a regular on the CBM echo who graciously offered these definitions. If you have questions/comments, send mail via Fidonet to Dave Kennedy, 1:18/14 or on the Internet dave.kennedy@f14.n18.z1.fidonet.org

CUGOS

Commodore Users Group of Springfield

President	Jason Whitener
Vice President	Chuck Marino
Secretary	Bill Patrick
Treasurer	Larry Feters
Newsletter Editor	Kym McGarry
64 Librarian	Tony Edwards
128 Librarian	Russell Alderson
Commercial Librarian	Diane Durham
Magazine Librarian	Ellen Montgomery
BBS SYSOP	Larry Feters, II
Disk Duplicator	Larry Feters, II
Educator	Stan Spurgeon

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**CUGOS, PO Box 607
Springfield, MO 65801**

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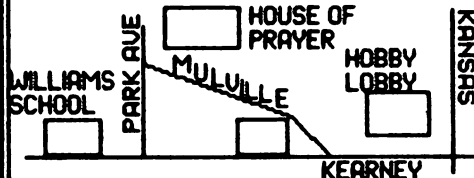
Why Join a User's Group?

The benefits of being a member of CUGOS, or any users group, include many things: the extensive software libraries, access on the club's bbs, a monthly newsletter, special interest groups, monthly meetings. But, by far, the biggest advantage of any users group is the support you will find there...both for yourself and your machine. Members range from fledgling computer owners to experienced machine language programmers, all contributing to support the club and it's members. No where else will you find a group of people eager to discuss, dissect and direct! Every Commodore User was a new user once...and many are eager to share the knowledge that they, or those they know, have gained. Solutions to problems with hardware, software, or peripherals is often simply a phone call away. Take a moment to consider membership in our group or your local group and discover what benefits you can reap! Remember, there are no dumb questions...only unasked ones!

CUGOS...

Making Commodore Owners Commodore Users

**CUGOS MEETINGS
are held the 2nd Saturday
of each month at the
House of Prayer Gym,
2850 N. Park Ave.**



Adventure Games

Suzi Edwards 935-4793

Beginner's Info

Jim Orr 753-3235

Diskmaster Info

Suzi Edwards 935-4793

GEOS

Kym McGarry 864-8395

Hardware Problems

Charles Dailey 831-9498

Home/Business Applications

James Sheldon 498-6798

Programming Information

Mike Rickman 678-0533

Beginner's Programming

Desktop Publishing

Kym McGarry 864-8395

Telecommunications

Jason Whitener 863-9102

Using Your 64

Ernie Trisler 869-9345

Using Your 128

Charles Griffin 882-9658

OFFICERS

Jason Whitener	863-9102
Chuck Marino	833-0133
Bill Patrick	882-3866
Larry Feters, Sr.	865-0590
Kym McGarry	864-8395
Tony Edwards	935-4793
Russell Alderson	869-0829
Larry Feters, II	866-6198
Diane Durham	831-3687
Ellen Montgomery	654-2798
Stan Spurgeon	889-9819

Please be considerate in making your calls. The best hours to call are between 6pm and 10pm.

COMMODORE USERS GROUP OF SPRINGFIELD MEMBERSHIP APPLICATION

NAME _____ ADDRESS _____

CITY _____ STATE _____ ZIP _____ PHONE _____

Where did you hear of CUGOS? _____

What type of computers and peripherals do you own (if any)? _____

What are your main interests as a computer user? _____

Do you have a special interest in any of the following? (Check all that apply)

() Telecommunications/modems () Wordprocessing () Programming () Gaming () Desktop Publishing

Membership dues are \$15 per year with a one-time registration fee of \$5. Meetings are held the monthly. Call 882-3866 for details. To become a member, mail this form with your hard earned \$\$\$ to CUGOS, PO Box 607, Springfield, MO 65801

CAPTAIN'S QUARTERS

WELL, HERE IT IS JULY ALREADY, AND ITS TIME FOR ANOTHER NEWSLETTER ARTICLE. SINCE THE LAST MEETING, AN OFFICER'S POSITION HAS BEEN FILLED. THE OFFICERS APPOINTED STAN SPURGEON TO BE THE EDUCATOR FOR THIS TERM AND HE GRACIOUSLY ACCEPTED. STAN HAS BEEN IN THE CLUB FOR SEVERAL YEARS NOW, AND WILL BE A FINE ADDITION TO THE OFFICER ROSTER. THE NEXT ITEM OF BUSINESS IS TO ANNOUNCE THAT THE OFFICERS HAVE DECIDED TO OFFER AN AMIGA SIG GROUP. I PERSONALLY OWN AN AMIGA 500, SO I'LL BE MAKING IT AVAILABLE FOR USE AT THE MEETINGS. AS THERE ARE SO MANY CLUB MEMBERS WITH AMIGAS, WE WANT TO TRY TO SUPPORT THEM. LET ME MENTION ALSO THAT I FEEL THE COMMODORE 8-BIT LINE SHOULD BE THE FIRST AND FOREMOST SUPPORT INTEREST IN THE CLUB, AND I WILL NEVER DEVIATE FROM THAT THINKING. IF THE SIG GETS TOO BIG, THEN WE'LL MAKE OTHER ARRANGEMENTS, BUT SUPPORT OF THE C64/128 IS OUR MAIN GOAL. IN THE PAST, WE CONSIDERED STARTING AN AMIGA SIG, BUT THERE WAS AN AMIGA GROUP ALREADY, AND WE DIDN'T WANT TO INFRINGE ON THEIR USER BASE. NOW THAT THAT GROUP HAS BEEN DISBANDED, WE FELT WE SHOULD TRY TO OFFER SUPPORT. IF YOU HAVE ANY COMMENTS OR QUESTIONS ABOUT THIS, PLEASE SEE ME, OR GIVE ME A RING AND I'LL BE GLAD TO TALK TO YOU. NEXT ON MY AGENDA IS THE ANNOUNCEMENT THAT THE MEETING WILL BE SET UP A LITTLE DIFFERENTLY. THERE WILL BE A SHORT BUSINESS MEETING, THEN WE WILL MOVE RIGHT INTO A LEARNING AND DISCUSSION TIME. WE PLAN ON HAVING SEVERAL DIFFERENT COMPUTER WORK STATIONS WITH MEMBERS GUIDING AND HELPING WITH THE FOLLOWING TOPICS: AMIGA, TELECOMMUNICATIONS W/DEMOS OF NOVATERM, DESTERM, QWKIE, and QWKRR, BASIC PROGRAMMING EXAMPLES AND INSTRUCTION, BEGINNERS W/HELP ON STARTING DOS FUNCTIONS, 128 W/EXPLANATIONS OF SOFTWARE AND HARDWARE. IF MEMBERS HAVE OTHER IDEAS OR QUESTIONS, PLEASE TALK WITH US. WE ARE STARTING SIGS TO GENERATE INFORMATION AND TO POOL RESOURCES SO THE CLUB MIGHT GROW IN KNOWLEDGE AS WELL AS ATTENDANCE. IF YOU FEEL WE ARE LACKING IN AN AREA, LET US KNOW, AND WE'LL TRY TO CORRECT THE PROBLEM, OR ADD THE AREA TO OUR LIST. I WILL LABEL EACH AREA CLEARLY FOR EASY ACCESS AND AVAILABILITY. JASON WHITENER, PRESIDENT

THE CLIPPER LOG

Cugos Meeting Minutes
7/9/94

CUGOS Regular Monthly Meeting was held at 2850 N. Park starting at 10:00 A.M. President Jason Whitener welcomed everyone present. He asked Kurt Luebbert to stand for introduction. Visitors were recognized.

Officers were asked for brief reports and remarks.

Jason reported that he would like to start an Amigo SIG because so many of CUGOS members own an Amiga too, and as far as Jason knew there was no group here in the Springfield area who recognize the Amiga Users as a group. Also that his plans were to make the business portion of our Monthly Meetings short, giving more time to helping Commodore Users with their questions and computer problems. He asked that any members having problems with their 64/128 computers or software to bring them to our regular monthly meetings.

Kym McGarry asked for a show of hands for those wanting to attend a Telecommunications SIG, on how to use your Modem & Software, accessing BBS and Internet through ORION. The time and place will be announced later. It was also announced that the group would take advantage of software author Nick Rossi's offer for user group registration. A list was passed for those wishing to participate.

Respectfully Submitted,
Bill Patrick, Secretary

Excerpts & briefs from
CUGOS Officers Meeting
held July 12, 1994

Minutes & Treasurer's Reports were approved.

Ideas were discussed about how to make our monthly meetings more beneficial to members & visitors attending!

CUGOS' president, Jason Whitener announced that more computers would be set up at our monthly meetings. With an Amigo SIG, Basic Programming SIG, Telecommunication SIG, and a Beginner's SIG. All of these Special Interest Groups (SIGs) will be organized and set up at CUGOS August 13th meeting.

Create More interest in the use of Digital Dimension BBS. With the new DMBBS Version 5 Software purchased,

an advertising campaign to get more CUGOS Members and the General Public to access Digital Dimension by dialing 866-3979. Online Games will be available. The BBS Board now supports 300, 1200, and 2400 Baud Modems.

Members who are having problems with their Commodore 64/128 Computers or Software will be encouraged to bring them in to our regular monthly meetings for on the spot help.

Encourage more participation in the For Sale tables at our monthly meetings. "Commodore Items".

It was apparent at this meeting that this years officers are dedicated to giving the membership more help & guidance in using their Commodore 64/128 Computers.

If you have any questions or input, please call President Jason Whitener at 863-9102 or any of the other CUGOS Officers whose name telephone numbers appear in your monthly Newsletter.

THE CLIPPER TREASURE CHEST

July Treasury Report
Larry E. Fetters

Hello everybody! I hope you were at the last meeting. If you weren't, you missed alot of fun.

Well, this is my first time doing this so don't laugh out loud in front of me or you will hurt my feelings.

Our balance is down a little more than we would like to see. We have spent some extra mony in the last month or so i.e. for the new equipment for the BBS, the picnic, renewal of dieHARD, those are a few that come to mind at this time. I think we all agree spending the money for the new hardware for the BBS is a step in the right direction for building new interest in the club by getting the exposure we need to become known. Don't misunderstand me, i think the picnic and renewal of dieHARD is also very much worth the investme of our money.

That is about all for now. I don't want you to get bored or go to sleep reading this!



The 128th Floor

by Russell Alderson

August release

Disk DM, "QWKRR 4.3" is set to be released at the August 13 meeting. The disk will contain:

QWKRR 4.3. An upgrade to Rod Gasson's popular offline mail reader for the 128 in 80 columns. (Version 3.5 was released in December 1993 as disk DF) Three .SFX archives plus an introductory textfile. Shareware, registration fee US\$15; some features are available only to registered users. Check out the QWKRR feature elsewhere in this issue, and stick around for the live demo at the meeting!

CSX128.ML. This machine language module is the workhorse of QPX, a QWK packet dissolver that is included in the QWKRR archive. However, CSX128.ML is not in the archive and must be distributed separately, so here ya go.

Disk DN, "DesTerm Upgrade," also will be released in August. Its contents:

DES01.SFX, DES02.SFX. Use these to upgrade DesTerm from version 2.00 to version 2.01. (DesTerm 2.00 was released previously as disk CT.)

NZP12813.SFX. UnZip128 version 1.3 dissolves archives created with Pkzip 1.xx.

FACEBEND.SDA. Facebender is a 40-column (finally!) graphic item that lets you "blend" faces together. Find out how a child of John Kennedy and Marilyn Monroe might have looked. Includes prefab celebrity faces and instructions on making your own.

WATCHMAK.128. Another 40-column item. It's natural selection, and you get to decide which graphic specimens get to make new graphic specimens.

BREADBOARD FORM. A little two-blocker by yours truly to fill the disk. Prints out a blank pinout form for wiring diagrams of electronics projects.

SIG whenever I SIG...

It's the return of the SIG! We will try to revive the special interest groups at the meeting. Beginner, programming, 128, and

telecommunications SIGs have already been banded about.

The SIGs are intended to provide specialized support on topics that usually aren't covered at the main meeting. The kickoff of the telecommunications SIG will include demos of QWKRR and DesTerm.

We encourage you to join these SIGs. They'll be fun and educational. Let us know which SIGs you want and when you're available for them. Call us, write us, email us, join us.

On .SFX and .SDA files

Many of the files on recent releases have names ending in .SFX and .SDA. What to do with these? They are archives that dissolve themselves automatically when you load and run them like ordinary programs. The first archive type is a [S]el[F]-e[X]tracting LZH archive, and the second is a [S]elf-[D]issolving [A]RC.

When you run the archive, have a freshly formatted disk ready. That disk will receive the files dissolved from the archive. The dissolved files usually total more blocks than the archive does due to compression.

THE 64th DECK

This month the releases for the 64 disk of the month will be centered on telecommunications.

Novaterm 9.5 - a terminal program supporting 40/80 column terminal, ANSI and C/G graphics, and the UT100 terminal needed to access ORION/Internet. Novaterm also provides such features as a text editor, file copier and private BBS mode. If you plan on purchasing it, why not plan on registering it with the club? Check out the Novaterm Review for more info.

QWKIE 3.1 - Offline Mail Reader for the 64 (see review, this issue). Also included will be QPX64, CSX, and several other mail unpackers for the 64.

A new diskmaster will be released at the July meeting. Make sure you are there to get yours!

Other releases were not known at the time of publication, but you can bet Tony will come up with some good ones!

LOCAL BBS LIST

Here are some fine boards to call in our local area. Only four, that I know of, support the C=64 and C=128 (Marked by a *). The rest are accessible to Commodore Users, but do not carry the CBM echoes or Commodore Files.

864-4573	ARC Angel Express
866-0156	Auctioneer
887-5892	Audiomedia Magic!
865-5671	BARENecessities
881-8653	Big Al's Place (Pay for Access)
865-5626	Bill's BBS *
866-7792	Bill's BBS (ICON members only)
742-5171	Cave Springs
886-6639	Chairmaster (Pay for Access)
831-4819	Citadel
887-6048	Coconut PalmsHotel1
887-8574	Coconut PalmsHotel2
862-8910	Computer Matrix
886-3275	Darkside
866-3979	Digital Dimensions * CUGOS BBS
881-5931	Dog House
866-6676	Dungeon
865-4289	Falcon's Den
886-5993	Fire BBS!
866-6947	Freedom Signode
833-2273	Galactic Starbase
725-8003	Hard Rock
863-6566	Joe Knows!
866-0979	Kid's World
831-5056	King's Court
865-0810	Moonrise
886-4051	Moore Fun *-CBM echoes
485-0868	Oak Tree
869-6424	OrcDale *
864-5121	Origins
863-0041	Outer Realms
833-3731	Overload
887-1790	PlazaCommunications
725-7960	Programmer's Society
863-1137	Raven's Loft
831-5003	Razor's Edge
887-6706	The Score Board
864-4698	The Shaven Yak
581-4164	Silver Thorn
831-6788	TCIM
889-7827	Tri-Star
863-8062	Trunk Passage
326-3361	Wolfhound

EDITORIAL EDDIES

Salutations!

Oh, the places C= has led me to this month! I usually travel C=land by perusing the many newsletters from other user groups or on the CBM echoes found in FidoNet or Circuiter. This month, however, I ventured abroad, into the realm of Commodore BBS's across the nation. My journeys had an initial purpose...that of confirming the existence of BBS's on a list compiled by Scott Ogle, The Graveyard BBS List. Five pages of wall to wall BBS's, all supporting Commodore in one form or another. The trip began simply, by accessing the Find Node program on Bill's BBS to get the 'addresses' of Fidonet Boards (see Bill's explanation, this issue). Once the addresses were located and the sysop of the BBS identified, I uploaded a pre-written message to a National Echo and awaited confirmation. Aah, but after that, it became an adventure! Most boards run on a 64 or 128 (Fido and Circuit nets are not) are not connected to a network. You have to call each and every board. Once there, requirements for leaving a message or 'feedback' to the sysop range from simply entering 'guest' for access to filling out an extensive application and awaiting voice validation. (See list of terms). Often times, the sysop would put me into 'chat mode' and talk to me before I left their board (NOTE: It is a cardinal rule in the BBS world that when the sysop speaks, YOU listen! Respond if you get a chance but never say 'I don't have time to talk'. This might make for a surly sysop...something we all want to avoid!) I was chatted at by sysops from Washington to Pennsylvania and all were equally enthusiastic about their boards. Most offered assistance by confirming the BBS's in their

area codes, adding numbers that I did not have. Almost all of them had 'handles' or aliases. I chatted to 'Uncle Buck', 'Fubar', and was voice verified by 'The Flea'. Their boards were as colorful as their names...I visited a 'Library', a 'Coffee Shop' and a 'Ranch', all in one area code!

The types of software run by 64's and 128's were equally colorful...literally! I encountered Color64, Omni128, V128, and Image among others. Some had non-stop bells and whistles. My personal favorite was the Omni system as it often had the 'guest' option (no long application). Most important when one is calling long distance! As to long distance calling, the majority of boards give extra time to long distance callers and some (221 B. Baker St., Twisted Sky, Macs Mess to name a few) even have special protocol for quick sign on and file transfer access. As one sysop put it, 'I give long distance callers unlimited time because they deserve it; it's the least I can do to make it easier for them.' Another stated the extra time was necessary because long distance callers were often the ones who found and uploaded the newest files. And that, I found, is one of the major reasons long distance callers do the nationwide hops...files. A major source of pride for sysops, the amount of meg space allotted to files- 30, 40, 85, 100, 280 - was often the first thing a sysop told me about his/her board. I took their word for it because I didn't have the \$\$\$ to check it out...but you can bet I'll go back to a couple to verify these claims...all in the name of journalism, of course!

I'm back from my travels for now, but, like any proud tourist, I have fond memories of the places I visited, the people I 'met', and souvenirs to show off. Check out my 'slides' in the BBS List I've included in this issue and maybe, the next time I take a trip, you'll join me!

Interactively yours,
KymMc

CLASSIFIED INFORMATION

Two (2) Used 1541 Disk Drives
\$40.00 Each

One (1) Used SD-2 Dual Disk Drive
\$60.00

One (1) Used Commodore MPS 801
Printer w/New Ribbon \$35.00

One (1) Used Commodore 64
Computer Keyboard \$50.00

Call Bill 417-882-3866



C=128, Magnavox Monitor, 1541 Disk
Drive, Epson Homewriter Printer with
interface. Miscellaneous games
and software. \$250.00

Call Jody Lane 417-865-2337



NX100c Color Commodore-ready
printer and ribbons \$80.00

UC 1541 Drive \$40.00

1750 Clone REU \$45.00

CP/M Kit - C64 \$15.00

Also, Cardco Printer interface,
Hesmon 64 cartridge, Magic Desk 1
cartridge, 1650 300 baud modem,
and a few miscellaneous books
and programs including Paperclip,
Homepak, Chess Games, etc. Open
to offers.

Tandy 1000sx computer with 20
meg hard drive, color CGA monitor,
2 floppy drives (5 1/4, 3 1/2),
internal 1200 baud modem, clock,
640k RAM, new mouse,
miscellaneous programs...open to
offers on this system.

Jackie, 417-369-2920 (local call)



C=64, 1541 Drive, Okidata Okimate 10
printer with plug 'n print interface
and 4 new ribbons, bunch of
miscellaneous software. Make an
offer!

Barry, 417-865-6809

Glossary of Helpful (?) Terms by Kym McGarry

ACCESS -The amount of time and privileges assigned to you by the sysop.

AUTO-VALIDATION -Validation by computer. The board you are calling will call your computer to verify your phone number. This is done so that your access will be increased automatically. (See **VOICE-VALIDATION**)

AUTO-DIAL -A mode in a terminal program that will automatically dial the BBS numbers that you have entered.

AUTO-REDIAL -What your terminal program may do when AUTO-DIAL encounters a busy signal.

APPLICATION -A brief questionnaire filled out before a caller can gain access to a BBS. Usually includes name, phone number, computer type and, once, my favorite cheese!

ABORT -what you want to do when you have gone somewhere you don't want to go or started something you don't want to finish. >A< is one command that works >sometimes<! Check the menu of the board you are on for ABORT or ESCAPE commands before you get into that situation!

ANSI -Graphics mode used by dos machines, accessible to C= users by the proper terminal program.

ASCII -text language used by dos boards.

BBS -Bulletin Board System. A computer running software that enables callers to use a modem to access it's system and the joys therein.

BOARD -See BBS.

BILL'S BBS -865-5625-A local FidoNet system run by our secretary, Bill Patrick. Provides a file transfer area and message base specifically for CUGOS members and other Commodore Users. A nice place to visit, the online games include Solitaire and Golf Solitaire, my favorite games!

CHAT MODE -When the sysop deigns to allow you to talk to him in real time. Actually, typing at each other would be a more apt description. Always show the utmost courtesy when chatting with the sysop! (See **SYSOP**) This is definitely a "don't call him, he'll call you" type of situation!

CALL BACK VERIFY -See **AUTO-VALIDATION**

C/G MODE -Color Graphics mode on a C=BBS. See the pretty pictures?

DIGITAL DIMENSIONS -866-3799-The club BBS. For all you do, this board's for you!

DOS -I don't know...you tell me!

DOORS -Areas on the BBS you can access to play on-line games, send faxes, FindNodes, etc. The 10 Forward of the Starship BBS.

DOWNLOAD -Transferring files (programs) from the BBS system to your disk. (See **FILE TRANSFERS**). Can be abbreviated as D/L.

EXIT -Command similar to ABORT. Allows you to leave area or system.

ESCAPE -A key that C= neglected to define on our keyboards. The <- arrow emulates this key. Often used when first accessing a BBS as in "Press the escape key twice to enter Dosland."

EMULATES -Pretends to be, acts like, almost as good as.

ENTER -push return

ECHO -an area or message base of a specific nature...usually defined by it's title. i.e. CBM, SCIENCE FICTION.

E-MAIL -The postal service of the BBS...but much faster. Go to this area to leave and receive personal mail locally and beyond.

FIDONET -See Bill's article.

FILE TRANSFERS -(U/D board) Areas on a BBS where you can download and upload programs. A nice place to visit, but the sysop won't let you live there.

FREQ -A method by which your sysop can file Request a program from another sysop's BBS. The files are sent with the mail and you can then download them. A big saver of l/d phone calls.

GOODBYE -a common command used to leave the BBS.

HELP MENU -(can usually be accessed with the >H< or ? command) A listing of commands available to you. Should be one of the first commands you memorize. If all else fails, read the help menu!

HANDLE -An alias used in lieu of your real name on some BBS's. Often reflects your personality or interests. In our club some of the handles used are Mr. Chip\$, Demonger, Fledgling, Chevy, KymMc. Can you guess what imaginative handle I chose?

INTERNET -The information superhighway. Buy a book.

JOIN -a conference. To leave the conference, or echo, that you are currently in and join another one.

LIST -exactly that! List the conferences, files, programs, you name it. If it has a LIST option, use it to find what you need.

LINE FEEDS -Trust me, say yes.

LOG-ON -What you do when you call a BBS and enter your name and password.

LOG-OFF -another command to leave the BBS. (See **GOODBYE**)

MESSAGE BASES -The posting place of the BBS. Also known as Echoes and SubBoards. Areas available on a BBS where you can read/enter/reply to messages to/from other users of the BBS, usually grouped by topic or area of interest.

MAIL - See E-MAIL.

MODERATOR -A demi-god, alternately worshipped and scorned on echoes. His/her job is to maintain law and order on the echo. (See **ON/OFF-TOPIC**)

NEW (READ)(FILES) -Displays the new messages/files since your last visit.

NEWBIE -What all users were once.

OFF -yet another way to leave the BBS. (See **GOODBYE** and **LOG-OFF**)

OFFLINE MAIL READER -See Qwkrr and Qwkrie reviews in this newsletter. A way to process through tons of messages without losing **DOOR/FILE TRANSFER** time.

ON/OFF TOPIC -What you must stay on in the echo you currently occupy.I.E. in the DOG echo you must talk about dogs...cats are OFF TOPIC.

PAUSE -a way to get the quickly scrolling text to stop so you can read it. If you find a command to execute this, write it down and POST it for others to see.

PAUSE AFTER EACH SCREEN? -See **LINE FEEDS**.

POST -To leave a message or announcement in the message/ sub-board bases. Just think of it as an electronic sticky note.

PETSCII -Text language aka Commodore.

QWK PACKETS -the packet of mail that the BBS will crunch into an itty bitty package for you (much like UPS) and send to you to uncrunch & read with your **OFFLINE MAIL READER**...something easier said than done!

PROTOCOL -the means by which you will download or upload files. Options include Punter, Multi-Punter, X, Y, Z and Kermit. (Ribbit)

QWKRR(128)/QWKIE(64) -Off line mail readers. See reviews, this issue.

QUESTIONNAIRE -Something sysops with time on their drives dream up and ask you to fill out. No known purpose.

QUIT -one way to leave whatever you are doing/reading in order to do something else on line (See **DOORS**).

REPLY -an answer to someone's query.

READ -what you should do before **DOORS**.

STOP -see **ABORT**, **PAUSE**, **QUIT**! As in "Jane, Jane, stop this crazy thing!"

SYSOP -SYStem OPERator. Dictator, benefactor, dreamweaver. Runs, maintains and pays for the BBS. Master of **ACCESS** and **TIME**.

TIME -what you will never seem to have enough of but must share with other users.

TIME BANK -what some users use to bank extra (ha!) time. NOTE: It is useful to know that you must deposit time before you can withdraw time. Life is so unfair!

USER -a harsh sounding term for those persons using the BBS.

UPLOAD -Sending your files to the BBS. Something SYSOPs would like to see more of.

X-IT - See **GOODBYE/STOP**. What I am doing now.

A Pre-Demo of DesTerm 2.00

by Russell Alderson

DesTerm 2.00 was released to the 128 library in 1992 as disk CT.

The upgrade for version 2.01 will be on disk DN of the August diskpack, but it will not be discussed here or in the DesTerm demo at the meeting.

DesTerm comes with two sets of docs: a 60-page doc on the term itself, and a 15-page doc on the terminal's script language. The first time you run DesTerm, you should get a screenful of instructions on how to print out all the docs. It's pretty easy. Some character switching is evident, though. In my printout of the docs:

- * Grave accents (˘) are replaced with question marks
- * Underscores (˘) are converted to backspaces
- * Square brackets ([]) trade places with braces ({})
- * Backslashes (\) trade places with pipes (|)
- * Carets (^) trade places with tildes (~)

The last one is the most noticeable, mainly because the standard notation for control codes like Ctrl-X is ^x. That aside, let's get to the meat of the term.

Pressing the Help key in terminal mode unleashes a screen brimming with "hotkeys," Alt-key combinations that can be used to give commands instead of navigating through a long series of menus. The hotkeys are listed again in the docs and will quickly become second nature.

DesTerm supports five emulation modes--Commodore color/graphics, ANSI, UT102, UT52, and plain ASCII. Transfer rates of up to 57.6 kbps are available (and they said we'd be lucky to get 2400). Upload and download using Xmodem, Xmodem-1k, Ymodem, and Punter protocols. Perform disk functions on up to seven disk drives as well as your REU.

The 57KB buffer can be easily viewed and edited. A phonebook gives you 16 entries for your favorite boards, and you can make

several phonebooks if you have a whole gob of cyberspace hangouts. Menus let you set dozens of things, including interlacing for 54-line screens (not for the faint of heart or even spleen).

DesTerm is shareware with a \$25 registration fee payable to Steve Cuthbert.

A Guk Tour of QWKRR 4.2

by Russell Alderson

QWKRR will be demoed at the August meeting. As an appetizer, we'll look here at a typical session with QWKRR with a guest appearance by DesTerm.

I. CALLING THE BOARD

I boot up DesTerm and log onto Bill's BBS. (Any other term that has any of the file transfer protocols available on Bill's will do.) Once I reach the main menu, I press M to enter the message base, then N to summon Tomcat, the mail packet program.

II. CONFIGURING TOMCAT

This I had to do the first time I downloaded a packet, but after that I haven't had to change too many settings. From the Tomcat main menu I pressed C to set my settings. There are five major things to set. The most important is the list of conferences or "echoes" to include in the packet. I selected the local general and CUGOS echoes, a couple of Net 284 echoes, the national netmail echo, Mystery Science Theater 3000, Sci-For, CBM, CBM-128, and CBM-GEOS. When Tomcat builds my mail packet, it will pull only the new messages from these echoes.

Next is the archiver. I selected PKPAK because the other choices are in later versions for which 128-mode dissolvers are not yet available (but we're workin' on 'em). The biggest concern for your disk drive is packet size. In my packets, the average message is about 1250 bytes (5 blocks) long unpacked. On the 1581 that I use, I can fit about 625 messages. A 1541 can hold around 130 messages and a 1571 about twice as many. Nonetheless, I always set the per-conference and per-packet sizes to the maximum because my packets are seldom over 300 messages. The last two settings are the packet format (QWK, of course) and the protocol (I have it ask me each time, though I use Ymodem the most). There are other things to

set--include newsletter update, new uploads, and so on--but those don't affect my reading. After I finished configuration, I return to the Tomcat main menu.

III. DOWNLOADING THE PACKET

I press D to build and download the packet. As the packet is built, Tomcat shows how many messages it pulled from each echo. Once the packet is downloaded, I log off and leave DesTerm.

IV. QPX

I run QPX to dissolve the packet and boot QWKRR. QPX does all the work, leaving me to multitask--check on the cats, grab a soda...

V. READING MESSAGES

Once in QWKRR, I set the time and date and then start reading. I always read the packet from top to bottom with a joystick in port 2; down for the next page, up to reread the message, right to move forward a message, left to go back, fire to mark the message. (You can also use the keyboard to move through the packet.) When I come across a message worth saving, I "export" it or, if very important, print it out.

VI. REPLYING

QWKRR provides a full-screen editor for writing replies. I often quote lines from the message I reply to, and the editor's quote feature is helpful. I can "import" text from a floppy, select a witty tagline to place at the bottom of the message, and save my reply to a plain SEQ file instead of the files QWKRR uses to build the .MSG (reply) packet.

VII. SETTING QWKRR OPTIONS

QWKRR offers a screenful of configuration options for screen colors and height, taglines, function keys, and more. For details, come see the demo. For more details, get QWKRR and check out the docs.

IX. EXITING

Now I'm ready to leave QWKRR. If I've written any messages, I tell QWKRR to boot QPA, which builds and ARCs the reply packet.

X. UPLOADING THE REPLIES

Finally, I reboot DesTerm, call Bill's BBS, go back into Tomcat, and select U to upload the reply packet.

This QWK--uh, quick--tour only scratches the surface of QWKRR. The demo at the meeting will be more instructional. But you'll get the most out of QWKRR by playing with it yourself, with the docs by your side.

Get it...it's disk DM!

NOUATERM 9.5

By Nick Rossi

Reprinted/compiled from the
Commo-Hawk
and BugBytes Newsletters

Novaterm was designed with the idea that a terminal program should incorporate a wide variety of features to support the diverse needs of the individual user. While the program seems large and complicated, its simple and straightforward user interface makes it easy for even the inexperienced user to become proficient.

What's so important about the newest version of Novaterm?

New support information. The registration address had changed the new one is:

Nick Rossi

10002 Aurora Ave. N #1159

Seattle, WA 98133

My Internet address, for e-mail questions (much faster response than postal mail.):

voyager@eskimo.com.

An Internet FTP site just for Novaterm:

FTP to eskimo.com

Directory: /voyager

New Features

- *Z modem download protocol
- *WX modem download protocol
- *RTS/CTS hardware flow control, which means the 80 column screen display and file transfers can keep up with your 9600, 14.4k or 28.8k bps modem (with a SwiftLink). (You must have a high speed modem to use this!)

- *RTS pause (instead of XOFF) for automatic buffer saving (if your modem allows it).

- *Startup script

- *the autodialer loads a specified script BEFORE it starts to dial but doesn't execute it until you're connected).

- *A four-line scroll option in 80 column mode.

Bugs Fixed

- *List menu to printer works
- *The file-to-printer options are fixed

- *The BBS mode now detects an incoming call's baud rate correctly

- *A bug that sometimes caused script CHECK strings to get redefined has been fixed

- *Y modem batch upload is repaired. (But still has trouble from a 1541 if the other computer's protocol doesn't allow at least 4-5 seconds before timing out. They're supposed to allow 10 seconds, but some BBS's don't!)

- *the phonebook now has a default file name, to avoid those "" files.

- *The occasional scrolling but in 80 column terminal emulations is fixed. (But you still have to use the right terminal settings on the BBS or network!)

Whether you are a new user or you're updating from an older version, I hope Novaterm 9.5 fulfills all of your wildest telecommunication dreams! Okay, okay, I admit, this letter is to encourage you to register your copy of Novaterm. But before the pitch, let me mention what's planned for Novaterm in the near future. Your registration will help these planned features become a reality. There are many new and enhanced features planned for future versions of Novaterm. Among those on the drawing board are:

- *direct DMA access to RAM expansion units for a large buffer area. Novaterm needs to use the RAM expansion unit as a large buffer area, rather than as just another disk drive

- *FAX document module, for use with FAX modems. You ought to be able to send a FAX from your Commodore 64!

- *Z modem upload, the other half of Zmodem will be a great convenience.

- *Enhanced 40/80 column text editor. The text editor needs an 80 column mode and it needs more features, such as a block copy/move/delete function. The editor also needs to be able to access Novaterm's buffer directory.

- *The ANSI editor needs some repair and some new features.

- *Fast 1541 read/write routines. Novaterm sorely needs fast disk routines to speed up file transfers and other critical disk operations.

- *Extended script file commands and structures. The script language needs some true programming commands like FOR and WHILE loops, subroutines and user-defined variables.

- *A block size count during file transfers (determined by dividing the byte count by 254). Accomplishing some of these features will require rewriting the main portion of the program in assembly language (or in C compiled down to assembly, if that option becomes available to me).

This task will be made much easier by a new Commodore 64 emulator for IBM PC's, allowing me to continue development on a much faster computer.

As you can see, there are still many useful features planned for Novaterm. But, in order to accomplish them, I need your support. shareware registrations are what keep this software going. If you use Novaterm and would like to see it continue to grow and offer more features, I urge you to register. Even if you've been using Novaterm for a long time and are just now thinking about registering, don't worry about it - nobody's going to come after you! Just know that your one-time registration makes it possible to continue developing the software.

As a registered owner, you are immediately sent a disk with the most recent version and the most recent module updates (with the shareware title screen replaced by your name of course). When a brand-new version of Novaterm is released, you'll be notified immediately by mail, and you can upgrade simply by sending in a blank disk (and don't worry, your name will not appear on a junk mailing list somewhere. Registration information is held in strict confidence).

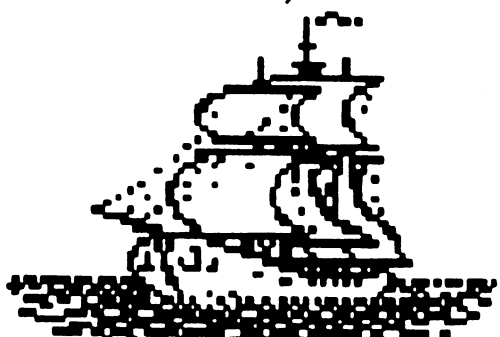
Again, if you enjoy using Novaterm, I urge you to register and support software for your Commodore 64.

Nick Rossi

(reprinted from LCCUG Newsletter, March 94)

EDITOR'S NOTE:

As announced at the last meeting, our user group will be taking advantage of the \$60.00 user group registration and will be collecting registration fees at the August meeting. If you would like to register at this time for less than eight dollars (we currently have 8 members planning on taking advantage of this great offer), please bring your registration fee to Kym McGarry and I will send it off that day.



QWKIE V3.1

Off Line Mail Reader
By Diane Durham

Many of you may have heard of an Off Line Mail Reader or an OLMR. For the benefit of those who have not, OLMR's are designed to reduce your on-line mail reading time by allowing you to download mail packets, with information you have selected, and read and/or reply to them at your leisure. By utilizing this program you are able to keep up with the news on your BBS without burning up all of your time reading and replying to messages.

Sounds great, doesn't it?!, and it is, once you figure out how to run the program and configure your settings on your BBS. The program and docs were fairly easy to understand but figuring out what archiver to use was not. This posed a considerable problem for me resulting in several questions asked via the Commodore echo and, gratefully, answered by those in the know.

Now that my search is over, I would like to share with you the fruit of my labor. First of all, you must possess the following programs - Qwkie v3.1, by Arthur Moore, QWK Packet Extractor, by Russell Prater, CXS.64 by Chris Smeets. I will not go into how these programs run together (that is in the documentation). It is best to have all three programs on the same work disk as Qwkie is booted after QPX and CSX have extracted the messages.

The next thing you must do is download a message packet from your BBS. Locate the quick mail door on your BBS. You must download the mail packet as a program using either of the following archivers, PKPAK or ARC. The packet format should be QWK. You must also configure the size of the entire mail packet (total number of messages), the number of messages per conference, and the conferences you wish included in your packet. Downloading the actual packet is similar to downloading files, just follow the directions on the BBS.

After your download is complete, simply boot QPX64 and enter your Packet name and the drive numbers

particular to your setup. I suggest you unpack the messages to a separate disk. I label one disk mail-Arc'd and one mail-D'arcd. You will see the files dissolving on your screen. If you do not have three disk drives or a REU then QPX will not be able to boot Qwkie, so you will have to do it manually (just load "boot 3.1"). From this point on the program is so simple to work that I do not believe that an explanation is warranted with the exception that hitting the run/stop key is the escape command from the read conference mode. If it is in the documentation I must have missed it!! You can reply to any message while in the read mode. Qwkie will hold it in a file that you can zip and upload to your BBS.

As you can see this is a very useful tool. This file is available through the PD library (although it is Shareware). After you review it for yourself, I am sure that you will want to contact Art Moore to obtain a registered copy, for only \$17.00, which will entitle you to updates!! The program QWKIE 3.1, along with QPX64 and CSX, will be released at the August meeting, along with Novaterm 9.5 as part of this month's disk pack.

I would like to thank the programmers for making our Commodore world a little easier to navigate!!!

EXPLORE FIDO NET ON BILL'S BBS 865-5625

CUGOS Members are welcome on Bill's BBS, all you need is your Commodore Computer, a Modem and a Communications Program. You can use your 300-1200-2400-4800-9600 or 14400 Baud Modems.

If you have been wanting to get into Electronic Communications, NOW'S the time to get started. Bill's BBS Carries over 70 Fido Net Message Conferences out of 600 which are available to us. (I'm told the person who came up with the idea of 'FIDO Net Mail' had a dog named FIDO, and that's how the name originated).

Here's how it works. It's sorta like a Wagon Wheel having pokes and a HUB in the center. Consider Bill's BBS, who subscribes to a local FIDO Net 284, as being one of the SPOKES receiving NET

MAIL and sending Net Mail to and from the Local HUB daily. Then the Local Hub 284 sends Fido Net Mail by Satellite to the Planet Connect System, "Somewhere back east", who then in turn sends FIDO Net Mail to other HUBS throughout the country, which then goes from all of those HUBS to the Local BBS'es who are FIDO Subscribers in their area. This Procedure is then reversed, and the NET MAIL starts coming back via the same channels. So, a message you may have sent from your computer to some out of town users in some distant place around the country, has been replied to!! And then, when you log on Bill's BBS, it tells you that you have mail waiting. Isn't this exciting, expanding our Hobby?

Bill's BBS has an active Fido Node list of Fido Address through out the U.S. and other countries, which you can find by searching by City, Zip Code, or Sysop. This gives you a Mailing Route. Bill's BBS FIDO Address is 1:284/60.

The Commodore Echo on Bill's BBS is one of the most active echos receiving sometimes fifty messages a day. It is set up to carry 300 messages. Deleting the oldest ones automatically as new ones arrive. Just remember, one of the rules is that when you are in any ECHO "all messages & rules are to be on topic."

Another feature on this BBS is a program called Tom Cat. When you configure your setting, it will package up messages from the areas of your interest in just a few minutes. Then you may quickly download the packet, and you can then read them at your convenience, right in your living room. This is all done with your favorite Commodore unpacker and file reader.

Many of CUGOS Officers and some members are already enjoying this Electronic Communication Feature on Bill's BBS, and will be happy to furnish you step by step instructions for getting started. Bill Patrick, Sysop

(EDITOR'S NOTE: Bill is much too modest. Not only does he carry the Commodore Echo on his BBS, but also the CBM128 and the CBMGEOs echoes. His BBS comes fully equipped with on-line games and a file transfer area just for Commodore Users. He has worked hard to make this board appealing to Commodore Users, CUGOS members specifically, providing a local message base specifically for our club. If it sounds like I'm buttering up the sysop, take notes...nothing like being THIS sysop's pet!)

GRAVEYARD BBS LIST - PART ONE

From : Scott Ogle

Subj : Graveyard BBSlist 6-15-94

Listing of Commodore 8-bit support BBS's
- Worldwide 06/16/94

I have attempted to account for as much detail as possible in compiling this listing. If you notice information is inaccurate, or if you can add to the listing at all, please send mail to SCOTT OGLE on Fidonet (in any Commodore 8-bitconference)or c.ogle2@genie.geis.com through internet. Thanks for your help in maintaining this! - Scott Ogle -

Note: the Fido/Circuitnet/Punternet/Rime distinction indicates that the BBS carries the Commodore net feeds or echo(s), and may or may not carry other support. Between the Aren code and phone number, on some BBS's, I have added one the following codes, which mean...

'+' New addition since last posting
'D' BBS is reported down, and will be removed within 30 days

'?' Unsure whether or not BBS has any C= support, please advise

Thanks to the following for helping me with their contributions to this listing... Ernest Tipton (Alladin's Lamp), John Read (Enterprise), Steve Guidi (Highlander), Duq Rodger (TPUG Rem.Sysop), Sylvia Galus (TPUGBBS1), Michael Bendure

Please feel free to distribute this file far and wide, provided you leave the above information & credits intact.

North American BBS's

201-845-8250 Cave of Cerberus CNet128

203-564-8579 News Plainfield/CT

Fido 1:327/452

589-3273 Subterranean Network Bristol/CT Col64

666-5113 Erasmus Newington/CT Fido

963-1187 INC Putnam/CT Fido 1:327/212

204-261-3614 Outhouse Winnipeg/MB Canada Col64

269-7373 FidoTechTalkToll Winnipeg/MB Canada Fido

275-1532 Network 23 Winnipeg/MB Canada Fido

483-2552 Just Another BBS Souris/MB Canada Fido

726-9485 Talisman Cbase64

896-4831 K.E.B. System 1 Winnipeg/MB Canada Pntnet

943-6507 MWCS inc Winnipeg/MB Canada Fido

205-279-7313 StarScan Montgomery/AL Fido 1:375/1

+271-8810 Commodore Amiga Society Montgomery, AL Fido 1:375/56

752-7646 SICSSS Tuscaloosa/AL Fido 1:3606/6

206-253-9770 P.O.D.S. ?

281-7661 North West C=UG Seattle/WA Pntnet

+423-2357 Graphics Guru Fido

427-1883 Power User Shelton/WA Omni

491-4125 Amme Jr. Lacy/WA Col64

536-4689 Ranch Tacoma/WA Omni

536-9353 OmniWorld 128 Parkland/WA Omni

565-8690 Library Tacoma/WA Col64

565-6386 Coffee Shop Fircrest/WA Omni

582-8285 HuggyBear's Den Tacoma/WA Omni

+693-6684 Gates of Creation Pbase128

737-8315 WatchdogVancouver/WAImage

745-3256 Sub-Zero Seattle/WA U128

763-4218 Thee Flea's Pit Seattle/WA Col64

+771-8420 Bermuda Triangle Fido

775-8867 Better Mouse Trap Lynnwood/WA U128

+776-7882 BBSaurus Lynnwood/WA Image

208-375-4873 Horizon/ID Boise/ID Fido

587-6585 Night Driver Mountain Home/ID

Crt Net

210+521-7744 Flying Circus

San Antonio/TX Fido

658-8994 Dos Guy's San Antonio/TX

Fido 1:387/520

214-272-9476 Artificial Intelligence Dallas/TX Cnet Amg

0291-6420 Black Hole Dallas/TX Cnet 128

247-8236 Graveyard Dallas/TX Supra

319-7866 Hell's Half Acre Dallas/TX Supra

321-1930 Mud Puddle Dallas/TX Supra

393-9317 User-to-User Fido

583-7182 Dungeon ?

699-7566 Excalibur's Stone Dallas/TX DMBS

904-9683 Wanderland Dallas/TX Supra

242-4684 CHMAG Philadelphia/PA Image

215-442-1794 Traveler Fido

637-8213 IronFang Philadelphia/PA Image

637-8823 Dead Zone Philadelphia/PA

727-2633 Last Wizard's Realm Philadelphia/PA Image

+295-3390 The Valley Philadelphia/PA Amiga

+354-9750 EBBS

+463-7188 The Stage Door Fido 1:273/903

216-232-1716 Titanic ResortBedford/OH Image

253-2821 A-Team HQ's Akron/OH CnetDS2

263-5398 Nightline Wooster/OH Fido1:2448/150

341-1414 Digital Illusions Cleveland/OH Omni

398-9938 Ghost Town Cleveland/OH CnetDS2

439-7652 Invisible Zone Image

475-4888 Wolf's Head Garfield Hts/OH

Fido 1:157/564

475-8634 Point of Entry Maple Heights/OH

Image

543-1866 Smart Modem Chagrin Falls/OH Omni

678-8336 Akron Info & Party Akron/OH Fido

219-287-4326 Treasure Chest Southbend/IN

Fido 1:227/3

845-3886 Telstar Hammond/IN Pntnet

301-417-9341 Artificial Horizon

Gaithersburg/MD Pntnet

564-9332 Silicon Empire Bethesda/MD Col64

303+252-8735 Batcave Denver/CO Cnet128

252-8863 Star Trek Denver/CO Cnet128

343-9964 Uper's Pit Aurora/CO U128

+766-8835 Silver Hammer Aurora/CO

Fido 1:184/518

645-7818 7-11 Denver/CO Cnet128

658-9359 Death's Door Denver/CO Cnet128

939-9923 Cybermign Boulder/CO Fido 1:104/121

948-9957 Monsterville Denver/CO Cnet128

304-295-6582 Bit-Bucket Vienna/WV Pntnet

305-472-7715 Bashful Pervert Ft.Lauderdale/FL

Fido 1:369/120

306-545-2943 Sage's Desk Fido

565-6162 EnviroCan Wenthwer Center Regina/SK

Canada Fido

569-8581 Skywatch Regina/SK Canada

Fido 1:140/118

586-6688 C.U.G.S. Regina/SK Canada CBase64

310-697-3771 Alyo's Gate Lahabra/CA U128

3120286-6123Realms of Horror Chicago/IL Col64

434-8142 Blade Shop Chicago/IL U128

631-1233 Frankenstein's Lab Chicago/IL Col64

+265-9811 8-Bit Support Chicago/IL

+858-8117 Smoking Mirror Chicago/IL Amiga

+384-8716 Stygian Abyss Chicago/IL Amiga

+847-5648 Prin. of Obscur. Chicago,IL Amiga

313-264-7851 Dart Board Fido 1:120/54

491-1614 64 Connection Detroit/MI CnetDS2

531-8188 C-Net DSH HQ Redford/MI CnetDS2

535-6386 BILLS Fido 1:2410/326

537-5784 Egghead'sPlace Detroit/MI

Fido1:2410/297

546-4467 Communications Connection ?

547-6928 Midnight Connections ?

892-3375 Michigan C=U.G. ?

314-481-5846 Loveboat St. Louis/MO Col64

838-2272 MDC/RCC Fido

894-9271 Deja Vu St. Louis/MO Col128

316-343-9235 Heartland Connection

Americus/KS Col64

421-8333 Remote Control Parsons/KS Omni

355-7545 Milestone Fido ?

524-1289 Mark's House Wichita/KS

Fido 1:291/25

529-2213 Scherer'n Place ?

663-2989 Wasp's Nest Hutchinson/KS Fido

721-8466 The Q Continuum Fido 1:291/1781

317-297-4224 Indiana Indianapolis/IN

Pntnet

297-4292 7.5 Alive Indianapolis/IN Pntnet

+644-8886TheFinish Line Anderson/IN Fido

899-1941 Chatter Box Indianapolis/IN

Amnet64

318-687-1452 Neutral Zone

Shreveport/LA Image

929-4828 Bodacious Image

319+396-8446 Commo-Hawk Club BBS

Cedar Rapids, IA Fido?

401-822-3868 ImageNet Coventry/RI Fido

402+463-3937 Commodore Cave

Hastings/NE

403-285-7338 Excess Calgary/AB Canada Fido
327-9731 Terminal Lethbridge/AB Fido
433-8097 Snapshot DMBS
404-439-7350 Mack's Klub House Powder Springs/GA Image
473-6173 Codex Jonesboro/GA CNet Amg
474-9344 Futurlink Morrow/GA CBase64
+439-7350 Digits III, Atlanta/GA
+949-2583 Atlanta System Net, Atlanta/GA
+421-0284 Paranoia Atlanta/GA
405-282-8351 Crystal Towers II Guthrie/OK CNET DS2
248-6939 MILESTONE LAWTON/OK ST/R
536-9582 FIRST LIGHT FIDO 1:385/18
721-3008 LAND OF E PLURIBUS UNIM OKLAHOMA CITY/OK FIDO
406-356-2928 MAC'S MESS FORSYTH/MT FIDO113400.36 User-LDISTANCE PW-DISTANCE
407-255-9948 REACT ON THE SPACE COAST MELBOURNE/FL FIDO 1:374/710
259-3705 BIT SPACE MELBOURNE/FL FIDO
348-2006 NO-NAME KISSIMMEE/FL FIDO
366-8735 STARTECH ORLANDO/FL FIDO
174-9246 DELTONA LAKES DELTONA/FL FIDO
645-4929 CORNUCOPIATBBS WINTER PARK/FL FIDO
+647-0031 LASER ORLANDO/FL FIDO
-647-6901 ENCHANTED FOREST Orlando/FL
+658-4578 ? ORLANDO/FL FIDO
410-285-8428 SONIC TEMPLE BALTIMORE/MD COL64
285-4312 SPORTS ZONE BALTIMORE/MD COL64
412-439-2487 BAUD BANDIT UNIONTOWN/PA FIDO
981-3151 RADIOSHARON/MABEL'S MANSION SHARON/PA FIDO 1:2601/507
962-1590 PROJECT AURORA FIDO 1:2601/512
413-536-4365 THE SPA! FIDO
599-1713 SPOTLIGHT WILBRAHAM/MA IMAGE
414-258-7184 PROJECT QUANTUM LEAP W ALLIS/WI ?
384-6817 DAMAGE, INC. MILWAUKEE/WI IMAGE
463-1421 PIT MILWAUKEE/WI U128
0494-6395 BOOTS GREEN BAY/WI U128
521-2440 DUMBO FLYING CIRCUS WAUKESHA/WI IMAGE
769-7873 POWER PLANT IMAGE
774-6500 CONAN'S CASTLE IMAGE
789-1034 JAMMER'S HAM SHACK BROOKFIELD/WI ?
415-495-2736 MUTANT ?
486-1160 TERRIPAN TRANSIT ?/CA ?
416-213-6002 CRS ONLINE TORONTO/ON CANADA FIDO

416-222-6087 TUESDAY AT SIX TORONTO/ON CANADA ?
245-3807 COMPUVOICE (PRIVATE bbs) WESTON/ON CANADA EBBS
273-6300 TOR PET USER'S GROUP (TPUG) TORONTO/ON CANADA ?
443-1440 FABRIC OF TIME TORONTO/ON CANADA ?
497-8233 IBM APP'S SUPPORT TORONTO/ON CANADA PNTRNET
531-5040 MIDPOINT TORONTO/ON CANADA ?
537-8193 REALMS OF MYSTERY TORONTO/ON CANADA ?
539-8523 PAN TRANSIT TORONTO/ON CANADA?
588-8922 HIGHLANDER TORONTO/ON CANADA IMAGE
633-6270 WEAVERWORLD TORONTO/ON CANADA
667-9853 ANIMAL HOUSE BBS TORONTO/ON CANADA ?
724-2444 K.E.B. SYSTEM IV TORONTO/ON CANADA PNTRNET
766-1000 NEW STELEX SECTOR TORONTO/ON CANADA PNTRNET
962-7415 NEW CANADA PBBS TORONTO/ON CANADA ?
417+865-5625 BILL'S BBS SPRINGFIELD/MO FIDO 1:284/60
+866-3979 DIGITAL DIMENSION (CUGOS) DMBS
+886-4051 MOORE FUN SPRINGFIELD MO CRTNT
501-835-ELYSIAN JACKSONVILLE/AR ?
+646-3399 PROGRAM COMPUTER CLUB FORT SMITH/AR ?
502-933-5397 LUCKY Louisville, KY
503+289-5387 TWISTED SKY CBASE128 User:COMMODORE CALLER PW:CBMUSER
241-4982 GNOME HOLLOW PORTLAND/OR ?
254-6011 JIM'S ROOM PORTLAND/OR ?
254-8823 BETFENDER'S PORTLAND/OR ?
+284-4286 WORLD LOCALLY PORTLAND/OR ?
288-3849 DOWN IN FLAMES PORTLAND/OR ?
504-393-9412 BLACK TOWER II NEW ORLEANS, LA FIDO 1:396/90
+272-8199 BRACE BBS BATON ROUGE, LA
509-943-9705 BECSS COMPUTER PARADISE KENNEWICK/ WA FIDO 1:3407/70
510-357-9311 AMERICAN NETWORK SAN LEANDRO/CA U128
494-8263 ULTIMATE FORCE FREMONT/CA U128
512-219-0705 SOFTWARE PALACE AUSTIN/TX IMAGE
441-1105 WIRENUTS AUSTIN/TX IMAGE
445-0301 GRAVEYARD BBS AUSTIN/TX U128
453-5819 ENTERPRISE AUSTIN/TX FIDO 1:382/81
459-1008 HOLE IN THE HILL AUSTIN/TX PC
835-0811 BANDICOOT'S BBS AUSTIN/TX IMAGE
836-0136 FINITE SPACE AUSTIN/TX CNET128
514-651-9746 PROTOTYPE LONGUEUIL/PQ CANADA COL64
671-7925 LE LABO FIDO1:167/179
955-5372 MECANO SILEONARD/QUEBEC CANADA COL64
263-8374 PHANTOM DES MOINES/IA U128

517-752-3203 ANCIENT HEART (SACUG) SAGINAW/MI FIDO 1:239/200
695-9964 WOLVERINE FIDO 1:239/1004
518+885-3620 TCCUG WJW
+885-9620 DIE MENSCH ?
783-1631 BEAKY COHOES/NY COL64
519-472-0671 REAPER'S PLACE KOMOKA/ON CANADA
657-2287 IT LONDON/PQ CANADA COL64
888-6614 CRAZY TRAIN FIDO 1:221/412
602-246-7195 DESERT OASIS PHOENIX/AZ U128
459-0013 UNITED WE STAND AMERICA FIDO1:309/51
754-4731 COMMIE KAZEZ ?
603-827-2706 TWILIGHT ZONE AZ MESA/AZ U1128
463-5837 COMPUTER LAB DEERFIELD/NH FIDO1:132/174
606-836-2053 MAGIC KINGDOM FLATWOODS/KY
609-453-9096 VAMPIRE BAT BRIDGETON/NJ FIDO 1:266/74
587-5759 EDGE OF MIDNIGHT ATLANTIC CITY/NJ
610-433-7800 UNCLE BOB'S CABIN ALLENTOWN/PA U128
395-1136 MACUNGIE EXPRESS MACUNGIE/PA U128
612-632-6339 ELVES DEN LITTLE FALLS/MN U128
929-6447 L'ETOILE DU NORD ST. LOUIS PARK/MN U128
613-523-5763 PRIME EVIL (UN HQ) OTTAWA/ON CANADA UTEXNET
+737-6401 YELLOW SUBMARINE OTTAWA/ON CANADA FIDO
614-274-6502 CENTRAL OHIO C=UG COLUMBUS/OH PNTRNET
522-6563 CYGNUS X-1 NEWARK/OH CNET DS2
928-2339 MOTHER BOARD BUCKEYE LAKE/OH FIDO1:226/1400-1430
615-694-0791 VOLUNTEER FIDO
616-399-8174 TELE-STAR HOLLAND/MI FIDO
837-5050 BLACK BAYOU ?
837-6474 FISHERMAN'S (?) CNET DS2
962-1390 CEREAL CITY BATTLE CREEK/MI OMNI
617-729-7340 BOSTON COMPUTER SOCIETY C= WINCHESTER/MA(862-3675) FIDO
+769-3172 IDCMP NORWOOD/MA FIDO
619-258-1222 Enterprise 1701-F San Diego/CA Image
277-4140 Alien Biker Kat ?/CA FIDO
429-8192 Commodore Image BBS Imperial Bench/CA ?
560-8203 Nostalgia San Diego/CA IMAGE
596-1974 Brokedown Palace Santee/CA FIDO
623-274-6502 COCUG Columbus/OH ?
702-322-6009 Starboard 64 Reno/NV U128
553-2869 Second Home Elect. Cottage Beatty/NV DTJ
673-2927 Sunlight Sun Unley/NV U128
703-669-1244 Seek and Destroy Bristol/VA U128
704-332-3258 Silicone Empire Charlotte/NC COL64
+563-9390 Carolina Forum FIDO 1:379/10

INSIDE THIS ISSUE

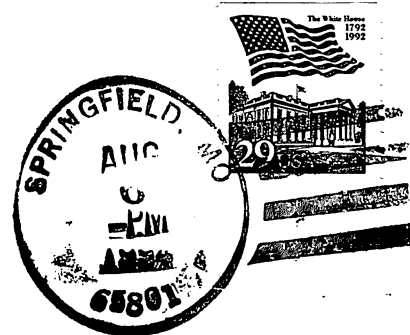
- *Internet Primer
- *Software Defined
- *Officer's Bear All!!
- *128 Telecommunications
- *64 Telecommunications
- *Classifieds-Especially those
I left out last month!
- *BBS Glossary & Listings

DAYS TO REMEMBER

August 13 C.U.G.O.S. Meeting
August 15 Officer's Meeting
August 18 CUGOS WIDE
Call Digital Dimension Day
August 20 CUGOS WIDE
Call Bill's BBS Day
August 22 Newsletter
Deadline

COMMODORE USERS GROUP
OF SPRINGFIELD
PO Box 607 Springfield, MO 65801

Address Correction Requested



CHECK THIS SPACE!

If a box is checked,
it's time to RENEW
your membership!

☐ --Renew Today!!

☐ --Last Newsletter!

The Clipper

Newsletter of the Commodore Users Group of Springfield

ISSUE 124

CUGO.S

SEPTEMBER 1994

Internet Resources for the Commodore 64/128 V1.0

By Craig Taylor

(duck@pembvax1.pembroke.edu)

The Internet

Let me start this article with a quote by another author that everyone should heed when dealing with InterNet:

"One warning is perhaps in order-this territory we are entering can become a fantastic time-sink. Hours can slip by, people can come and go, and you'll be locked into Cyberspace. Remember to do your work! With that, I welcome you, the new user, to The Net."

brendan@cs.widener.edu -

Author-*Zen and the Art of the Internet*

What is the InterNet?

What exactly is the InterNet? Imagine, if you will, when you were a kid stringing wires between houses in your neighborhood so that you could talk with the kids that lived beside you. You could talk to those beside you but not the one that lived across town. Now, suppose that you wanted to relay a message to a buddy across town. The only feasible way would be to send a message to the guy next door, then have him send it to the correct person.

This is the basic system of the Internet. Computers connected to other computers that are connected to others. In the above paragraph communication was limited because of geography-how close individuals were. The InterNet system, while geography does play a factor, relies more on how the sites grew up and were established as to how messages will get passed back and forth.

There are also other networks, hooked up to the InterNet that provide auxiliary services to their local group of computers. One large one is BITNET and UUCP. Various bbs's also carry items from the InterNet such as the BitNet News. In addition, online services such as GEnie, Compuserve, and others,

offer "gateways" or ways of getting access to the resources of the Internet.

What is E-MAIL?

There are numerous individuals using the InterNet each day. Each is also able to write the other through the use of Electronic Mail, or, as it is commonly called "E-MAIL".

To send a message to me, you'd use your mail program (the actual procedure varies depending on what type of machine you use) (EDITORS NOTE: On ORION, the E-MAIL area is called "Pine Mail") and tell it to send the message to my user name, "duck", at my site that I login at, currently Pembroke State University, hence pembvax1.pembroke.edu. So the full address with an "@" sign the computer needs to use to know how to separate the computer name and user name is "duck@pembvax1.pembroke.edu".

(EDITORS NOTE: On ORION, the E-MAIL address is "yourname@ozarks.sgcl.lib.mo.us". Remember that the address is case specific and must be entered exactly as shown).

It's easy to talk to somebody in Mexico, Germany, or Australia with this method and it's quicker than the USPS (which, on the InterNet, you'll see referred to as Snail Mail [or s-mail] due to it's slow delivery time compared to E-MAIL). Projects, Questions, Answers, Ideas and general chit-chat on how the family's doing can be relayed over the InterNet. You may encounter the phrase "my E-MAIL bounced". What this means is that your message, much like a bounced check, did not work right and it was returned to your account. Typically, this happens because of incorrect addressing or incorrect user name.

E-MAIL Servers

Another large way of getting information from individuals running what are E-Mail servers from their accounts or from specific accounts. From E-Mail servers you may request certain files, catalogs of programs that are available for request, send messages to be distributed to other individuals and automatically subscribe yourself to the mailing list

for new items.

The only E-Mail Server specifically designed for the Commodore computers is one run by the author. Its major intent is that of distributing the Commodore Hacking magazine as well as programs that are in the magazine. To get on how to use it send a message to the author in the following format:

To: duck@pembvax1.pembroke.edu

Subj: MAILSERV

Body of Message: HELP

This specific mailserver is run twice a day so you should get your reply within approximately 12 hours. Please be sure to have a subject line of "MAILSERV".

If anyone knows of any other E-Mail servers existing for Commodore Computers, please let the author know.

NewsGroups

One of the primary purposes of the InterNet is for educational research and discussion. For this purpose, there are currently over 2000 newsgroups established dealing with a wide range of social, political, scientific, computer and educational topics. Some of these range from the inane and whimsical to the practical and useful.

Two of these for the Commodore 64/128 line of computers are: comp.sys.cbm and comp.binaries.cbm. The names for the newsgroups start with an abbreviation such as "comp" for computers, "sci" for science, "bio" for biology, etc. The second group of letters stand for the type of newsgroup "sys" for system, binaries for binaries, etc. while the third describes it better - "cbm" in this case for Commodore Business Machines. The newsgroup, Comp.Sys.Cbm supports discussions about anything under the sun involving the Commodore 8 bit line of computers. Comp.Binaries.Cbm allows programs to be "posted" or made available that will let you take the "encrypted" text-only version of the program that you see on the screen and convert them into the correct binary program.

Basically, the rules for newsgroups are 1) Enjoy yourself, 2) Don't harass others and 3) Try to stay on topic. Newsgroups are read by many many people - typically you'll get a response

Continued on Page 5

CUGOS

Commodore Users Group of Springfield

President	Jason Whitener
Vice President	Chuck Marino
Secretary	Bill Patrick
Treasurer	Larry Fellers
Newsletter Editor	Kym McGarry
64 Librarian	Tony Edwards
128 Librarian	Russell Alderson
Commercial Librarian	Diane Durham
Magazine Librarian	Ellen Montgomery
BBS SYSOP	Larry Fellers, II
Disk Duplicator	Larry Fellers, II
Educator	Stan Spurgeon

The CUGOS Clipper

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**CUGOS, PO Box 607
Springfield, MO 65801**

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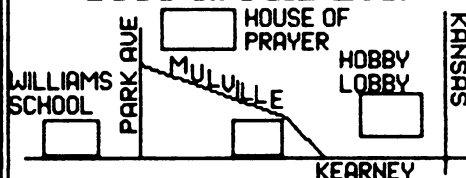
Why Join a User's Group?

The benefits of being a member of CUGOS, or any users group, include many things: the extensive software libraries, access on the club's bbs, a monthly newsletter, special interest groups, monthly meetings. But, by far, the biggest advantage of any users group is the support you will find there...both for yourself and your machine. Members range from fledgling computer owners to experienced machine language programmers, all contributing to support the club and it's members. No where else will you find a group of people eager to discuss, dissect and direct! Every Commodore User was a new user once...and many are eager to share the knowledge that they, or those they know, have gained. Solutions to problems with hardware, software, or peripherals is often simply a phone call away. Take a moment to consider membership in our group or your local group and discover what benefits you can reap! Remember, there are no dumb questions...only unasked ones!

CUGOS...

Making Commodore Owners Commodore Users

**CUGOS MEETINGS
are held the 2nd Saturday
of each month at the
House of Prayer Gym,
2850 N. Park Ave.**



Adventure Games

Suzi Edwards 935-4793

Beginner's Info

Jim Orr 753-3235

Diskmaster Info

Suzi Edwards 935-4793

GEOS

Kym McGarry 864-8395

Hardware Problems

Charles Dailey 831-9498

Home/Business Applications Needed

Programming Information

Mike Rickman 678-0533

Beginner's Programming

Mike Rickman 678-0533

Desktop Publishing

Kym McGarry 864-8395

Telecommunications

Jason Whitener 863-9102

Using Your 64

Ernie Trisler 869-9345

Using Your 128

Charles Griffin 882-9658

OFFICERS

Jason Whitener	863-9102
Chuck Marino	833-0133
Bill Patrick	882-3866
Larry Fellers, Sr.	865-0590
Kym McGarry	864-8395
Tony Edwards	935-4793
Russell Alderson	869-0829
Larry Fellers, II	866-6198
Diane Durham	831-3687
Ellen Montgomery	654-2798
Stan Spurgeon	889-9819
Please be considerate in making your calls. The best hours to call are between 6pm and 10pm.	

COMMODORE USERS GROUP OF SPRINGFIELD MEMBERSHIP APPLICATION

NAME _____ ADDRESS _____
CITY _____ STATE _____ ZIP _____ PHONE _____

Where did you hear of CUGOS? _____

What type of computers and peripherals do you own (if any)? _____

What are your main interests as a computer user? _____

Do you have a special interest in any of the following? (Check all that apply)

() Telecommunications/modems () Wordprocessing () Programming () Gaming () Desktop Publishing

Membership dues are \$15 per year with a one-time registration fee of \$5. Meetings are held the monthly. Call 882-3866 for details. To become a member, mail this form with your hard earned \$\$\$ to CUGOS, PO Box 607, Springfield, MO 65801

THE CLIPPER

THE CLIPPER LOG

CUGOS Meeting Minutes
August 13, 1991

CUGOS regular monthly meeting was held on Saturday August 13, starting at 10 AM, 200 N. Park.

Our meeting was held in the Education Building, as the Church had scheduled a Saturday wedding in our regular meeting room.

President Jason Whitener welcomed everyone stating it was nice to see such a large turnout. He then introduced CUGOS newest members, and asked that all visitors be recognized. They were given a warm welcome.

Jason mentioned that his plans are to keep the business portion of this meeting down to a minimum, so we could get on with having fun and computing instructions for those who had come to learn more about using their Commodore Computers.

Many CUGOS Officers & Members had their computers set up. Tony Love helped beginners. Kym McGarry, Diane Durham and Russell Alderson demonstrated several Telecommunications Programs, their modems were buzzing. Stan Spurgeon was running Geos and Mike Rickman basic programming. Others answered questions about programs and software that was available for the Commodore.

Another activity area was the For Sale Table, manned by Howard Hoyt. CUGOS receives a donation from the sellers, non-members 10% and members 5%. Many bring in their un-wanted hardware & software and turn it into cash, with the buyers getting the bargains.

CUGOS welcomes the following new members into our users group:

Laurie & Jerry Moore
Robert Odell
Kenny & Grace Williams
David Seay
Daniel Gericke

Comments circulating were that everyone likes this new meeting format.
The meeting closed at 12:30 pm.
Bill Patrick, Secretary

CAPTAIN'S QUARTERS

Jason Whitener

Well, hey, everyone, how are you doing? I once again am trying to put together my thoughts of what has been going on with the club and with club business. Well, here goes, and please forgive me if I leave something out.

First, this is a continuation of last month's newsletter dealing with telecommunications because Kym had so much information that she couldn't fit it all in the last newsletter. And let me take a moment to compliment Kym on the fine job that she has done thus far with the newsletter. Every month so far I have learned as much as anyone about the subject matter and look forward to the next newsletter. I think her topical newsletter format is what the members like and it makes it a great help when I try to cross-reference information. I feel we are indeed lucky to have someone who devotes such time and energy to produce a fine newsletter. Thanks again, Kym.

Well, enough of that for now.

Second, the groups this month will be the New Users, Telecommunications, and 128. We will try to alternate the groups and promote the ones that seem to draw the largest numbers. Also, we are looking into putting together a telecommunications sig to be held outside of a meeting. We are not sure on the times and places at this time, but come ask one of us at the meeting and we should have it all worked out by then. Also, if you won't be able to attend the meeting, just drop me a line, and I'll be sure to let you know what is happening.

Third, let me just say I think we had a great meeting last month. The turnout was wonderful, and everyone seemed to be attentive and seemed to get something from the meeting. It was good to see again. Let's push for the meetings in the future to be as much a success. Also, I'm not a stickler for a prompt start/finish to the meeting, but I do ask that when I try to get your attention to start the meeting, please come find a seat and we can get through the business aspect of it as soon as possible. Thank you.

Last, but not least, I wanted everyone to know that I won't be able to be at the Oct. 8 meeting. I have prior 'engagement' that cannot be missed (at least as long as she has anything to say about it). That's the day I'll be getting married. I will have a wedding invitation at the September meeting for the club members. You are all welcome, although it will be held in Risco, MO, a small town in the bootheel of Missouri, right near New Madrid. So if you feel

any tremors, it might be a quake or it might be my knees knocking together. Well, hope to see you at the meeting.

Good luck, and Keep mine Commodore!

THE CLIPPER TREASURE CHEST

August Treasury Report
Larry E. Fetters

Hello everybody, here is a new month already! If you were not at the August meeting, we missed you; if you were, didn't you think it was a blast? I noticed a lot of folks having a lot of fun, if the smiles on their faces was any indication.

I think there was a lot of interest in the SIGS, judging by the number of people at the different locations in the room and the SIGS were being offered all at the same time.

I believe there are very few people that know everything there is to learn about the C-64 and 128, not to mention the Amiga. They are all very practical machines for the money. To borrow a quote from Ray Kroc, the founder of McDonald's, "When you're green, you're still growing; when you're ripe you start to decay." My point being there is so much for a lot of us to learn about the C-machines that it would take a long time to get bored by covering new information. Knowledge is meant to be shared, so let's all learn together and take advantage of every SIG we can attend.

Our balance has come up some, but we are still at the bottom end of where we would like to be as far as money in the bank.

Until next time, hope to see you at the September meeting, enjoy your computer!

EDITOR'S NOTE: The Editor's article was lost in a fatal disk mishap two days before the newsletter went to print. I salvaged what I could and typed in the rest, but my article was a total loss. I did not have time to rewrite it and still get the newsletter out before the meeting. Please accept my 1581's apologies for eating my GEMPublish disk and causing this newsletter to arrive so late. The BBS Sysop, Vice-President, & Librarian, Educator, and Magazine Librarian reports are not included in this issue as no articles were submitted this month.

THE CLIPPER

THE 128TH FLOOR

By Russell Alderson

Desterm 2.01

Bob Park discovered a potential bug in Desterm 2.01 for users of some devices on the expansion port, particularly hard drives and floppy drives like the SFD-1001. Park has a Lt Kernal. Desterm looked first for an reu and (correctly) found none. Desterm then saw the Lt Kernal, thought it was a Ramlink, and proceeded to create and format a partition. Logical unit 1 of Park's Lt Kernal was clobbered by the format. Park urged caution also with SFDs and other drives with IEEE interfaces. Ramlinks, Swiftlinks, and reus still appear safe.

Desterm 2.01 is on disk DN, "Desterm Upgrade." the version on disk CT is, unfortunately, prior to version 2.00, and its docs reflect this. So we will release the real 2.00 in September on its own disk, DO, with this special offer: bring your copy of disks CT and DN to the September or October meeting, and we will give you a copy of DO. I apologize for the inconvenience caused by this confusion.

Soundstudio

Nate Dannenberg has released Soundstudio 3.7, a 128-mode soundfile utility. Soundstudio plays files in .raw and .wav formats and has recording capability. The program uses the 80-column screen and supports reus and stereo sid chips. Some bugs were discovered in version 3.7 shortly after its release. A revised edition was released, but with the same version number. Once we pull in the new edition and some decent .wav files, this may well go into the library. Soundstudio will be demo'd at the September meeting.

Seq File Reader

Fidonet's Joi Ball brings us a no-frills sequential file reader. When you can't find ZED and can't wait for CS-DOS to finish your autoexec, enter
open 0,dv,0,"filename,s,r":sys 41149
where dv is a device number. The file will then be typed to the screen. Use the no scroll key to pause, run/stop to stop.

THE SHIP'S STORES

Diane Durham Commercial Librarian

Greetings to all!!!! First of all, for the benefit of the new members I would like to explain how the commercial library works. There are approximately 300+ programs in the library with topics ranging from business applications to games with a variety of other applications in between. Programs are either donated or loaned to the club by club members. For a nominal handling fee, these programs can be checked out on a monthly basis by club members. A list of programs is available at the meetings.

At the next meeting the Commercial Library will be running a two for one special!!!! Of course, as everyone knows, this means the free one must be of equal or lesser value (HA!HA!)! Be aware that if you keep the programs more than one month you will be assessed a late fee for both programs the following month.

Speaking of keeping programs longer than one month, there are a few people who have had club software for several months. I would appreciate it if you would either return the programs or let me know that you would like to keep the program a little longer (and pay the past due fees). If I am not notified I will be forced to contact you to request the return of the program and I would prefer not to have to make those telephone calls!!!! Remember there may someone else waiting to use the program you have!!! Also, upon return, I am requesting that you return the programs when I am working the library (preferably before the meeting) rather than laying them on the table when I am away. I don't want to chase people down for past due fines!!! Enough complaining!!!

Everyone be sure to check out the program lists and take advantage of the two for one special at the meeting. Those of you with children in school check out the educational software. With the school year starting these programs could come in handy!!!

Have a good holiday weekend!!! and I look forward to seeing everyone at the meeting!!!

LOCAL BBS LIST

Here are some fine BBS's in our local area. Those supporting CBM are marked with an asterick(*). Pay BBS's are marked >P<. The others are accessible to C- machines by don't carry CBM files or echoes

864-4573	ARC Angel Express
866-0156	Auctioneer
887-5892	Audiomedia Magic!
887-5892	BARENecessities
881-8653	>P< Big Al's Place
865-5625	* Bill's BBS
866-7792	Bill's BBS (member only)
742-5171	Cave Springs
886-8639	>P< Chatmaster
831-4819	Citadel
887-6048	Coconut Palms1
887-8574	Coconut Palms2
862-8910	Computer Matrix
886-3275	Darkside
866-3979	* Digital Dimensions
881-5931	Dog House
866-6676	Dungeon
865-4289	Falcon's Den
886-5993	Fire BBS!
866-6947	Freedom Signode
833-2273	Galactic Starbase
725-8003	Hard Rock
863-6566	Joe Knows!
866-0979	Kid's World
831-5056	King's Court
865-0810	Moonrise
886-4051	* Moore Fun
485-0868	Oak Tree
869-6424	* OrcDale
864-5121	Origins
864-6100	* Orion/Internet
863-0041	Outer Realms
833-3731	Overload
887-1790	Plaza Communications
725-7960	Programmer's Society
863-1137	Raven's Loft
831-5003	Razor's Edge
887-6706	Score Board
864-4698	Shaven Yak
581-4164	Silver Thorn
831-6788	TCIM
889-7827	Tri-Star
863-8062	Trunk Passage
326-3361	Wolfhound

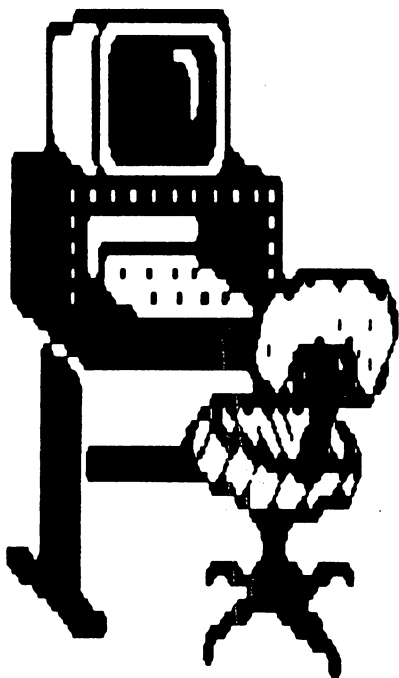
to an inquiry within only an hour or so - sometimes even sooner. But because they're read by so many people chatter or "babble" as it's known, is also discouraged. don't hesitate to post any questions, concerns or comments but make sure in each message that you post that you have a reason to post.

So What's Out There?

So why should you be interested in the InterNet? Imagine, if you will, being able to ask questions to numerous individuals, download the latest in shareware and public-domain software, know the "rumours" and topics before they exist all for free? That's what is out on the InterNet. Any question you have - there is sure to be an answer for - any software you are looking for you stand an extra good chance of finding something along the lines of your needs.

The major benefit of the InterNet, as I see it, consists of the continued support for the Commodore computers. Because all these different means of obtaining information are not sponsored by any one specific company or individual, the Commodore 8-bit line of computers are guaranteed support over the InterNet.

EDITOR'S NOTE: This article was edited for space reasons. No information pertinent to the continuity or integrity of the article was omitted.



Understanding a Modem

By Dave leasia

Reprinted OCCC Newsletter June 1994

There are two types of modems, internal and external, available to computer users today. Commodore VIC20/C64/128 users only have external as their choice. However, they have to choose between RS 232C and interface combo or a Direct Connect modem. The direct connect type can only be used with the C64/128 and VIC20, not with an IBM or Amiga. (I have seen adaptor boards to do just that). As we discuss the modem, most will pertain to internal as well as external, except for status lights and pin-outs. I personally prefer the external type for many reasons, status tedious and a port to aid in troubleshooting and testing, and ability to hear well, the call progress speaker.

Many of the indicators I'll list may not be on all modems. some of the LED's are called by different names, but mean the same thing.

AA (Auto Answer)

This indicates the modem is configured to automatically answer an incoming call, either by a switch or modem register setting (usually S0, as in ATSO-2, for answering on second ring.

ARQ (Auto Repeat Request)

Also known as MNP (May also be a flashing speed indicator). This indicates that the modem's error correction mode is in effect. This is only on modems so equipped, and works only when connected to another error connecting modem.

CD or DCD (Carrier Detect)

Also known as CO. When this is lit, your modem has detected another modem's (pilot) carrier tones and is establishing a connection. When this LED is lit, a control lead from the modem to the computer also goes "on".some programs require this lead.

CTS or CS (Clear To Send)

This lights when the modem signals the computer to send it more data. This is used in many error correction modems for flow control (to keep data from being lost) instead of Character (Xon/Xoff) flow control.

HS (High Speed)

This lights when the modem is operating at its high speed setting. Some modems have individual speed indicators. A multi-speed modem may

also flash its speed indicator at various rates to show different speeds.

MR (Modem Ready)

This generally indicates power is to the modem. Often it means the DSR (Data Set Ready) lead from the modem to the computer is "on" (required by some programs-modem may not have an indicator but will have the lead).

OH (Off Hook)

If present, this indicates that the modem is off-hook. The LED lights when dialing and when connecting to another modem. It stays on until hung up (ATH command or DTR turned off). The only use is if there seems to be no activity between modems, and the CD is off and the OH is on. That would mean the connection is broken and you still have the Phone line seized (off hook).

RD or RXD (Received Data)

Also called RX. This will flash when the modem is receiving data from the far end modem (flashes with the space bit received). An excellent indicator of activity.

RS or RTS (Request To Send)

Also called Ready To Send. This is normally on, unless now control using CTS/RTS is active, then it may flash occasionally.

SD or DS (Sent Data)

Also called TXD. Flashes when sending data (space bit sent). Another good indicator if the modem and computer are talking to each other.

EMOTICONS

Showing Your Emotions On-Line

Have you ever read a message that ended in seemingly garbled punctuation? Try looking at these with your head tilted to the left...what you see are faces showing emotions-the modem way! Below are some examples from The File, Commo-Hawk, December 93.

The Unofficial Smiley Dictionary

:-) Your basic smiley. This smiley is used to inflect a sarcastic or joking statement.

:-{ Frowning smiley. User did not like that last statement or is upset/depressed about something.

;-) Winky smiley. User made a flirtatious and/or sarcastic remark. A "don't hit me for what I just said" smiley.

:-> User just made a really biting sarcastic remark.

>:-> User made a really devilish remark.

>;-> Devilish winky..lewd remark made.

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GRAVEYARD BBS LIST - PART TWO

705-526-5910 MidLand C=UG MidLand,ON CA Pntrnt
 +689-1757 Primetime Muskota/ONCAN Fido
 734-2916 Train Works Barrie/ON CA Col64
 942-7251 Dog Star ?/ON CA Fido
 706-793-1472 Last Cafe /GA Fido
 707-557-6444 BlackRose Unllejo/CA Image
 923-4987 Humboldt Exchange ?/CA Fido
 708-238-1901 RadioHobby Chicago/IL Fido
 258-6475 Station 1 Chicago/IL Fido
 357-8943 Custer's Last Stand Chicago/IL Col64
 366-8882 Outback 128 Chicago/IL U128
 424-6865 Mermid'sCove Burbank/IL Col64
 585-5944 Phantom Zone Chicago/IL ?
 747-6311 Enchantica Richton/IL U128
 827-3619 Alpha Online ? Fido
 986-1295 North Pole Darien,IL U128
 +272-8943 Captain Video ?/IL ?
 +362-1088 Last Chance ?/IL ?
 +852-1088 CARMA ?/IL ZephyrNet?
 +383-1566 Test Drive ?/IL ZephyrNet?
 +372-2199 C=Support Group ?/IL MegaNet?
 +372-2261 MegaNet ?/IL MegaNet?
 +673-8070 Wolf's Den ?/IL MegaNet?
 709-722-4162 Wildside St. John's NF/CA CBase64
 713-437-6230 Club Commodore ? ?
 452-6270 Popoo'sCorner Houson/TX Image
 ?D471-4954 Phybercom Houston/TX ?
 471-6503 Harry's Asylum LaPort/TX Image
 499-9730 Jagged Edge Stafford/TX Fido
 1:106/9730
 852-7828 Powerhouse Humble/TX Image
 872-8560 Windwraith Houston/TX Image
 ?D937-4144 Purgatory Houston/TX ?
 946-2059 Underground Pasadena/TX Image
 957-3217 Battleship Tomball/TX Omni
 992-2526 Wizard's Workshop Houston/TX Omni
 714-378-8035 Cynernet ?/CA Fido
 823-6523 Crystal Castle Fontana/CA ?
 828-7296 Nature'sReserve Cypress/CA U128
 979-8333 C.A.I. ? ?
 +549-8472 Jr. Flight Deck Orange/CA
 (Supports OCCC and C=TUG)
 716-343-7766 Murdock's ?/NY Cnet128
 652-6722 Technology Station E Aurora/NY
 675-5501 Nighthawk Fido 1:260/158
 823-9892 Frontiers Buffalo/NY Fido1:260/121
 +566-1178 Golden Pyramid ?
 717-755-8986 Cloak'N'Dagger York/PA Fido
 718-519-8042 Stargate ?/NY Fido 1:278/45
 688-8038 Conquer The City NYC/NY Omni
 +671-7050 d'BUG BBS Bronx/NY Fido
 719+282-0108 Ham Radio II ?
 591-4401 The Wandering Consultant
 Colorado Springs/CO Fido 1:128/45
 597-2234 Operation Insanity
 Colorado Springs/CO Fido
 800-222-4922 OERI ? Major
 ?333-8052 Bark ?

801+224-7961 Hacker's Haven Fido
 375-2646 Prince's Palace Provo/UT Image
 802-334-2057 CUS-UT Node 3 Newport/UT Fido
 804-244-7986 Commies of Little America
 Hampton/VA Fido1:271/290
 428-8718 Channel 19 Virginia Beach/VA U128
 474-2562 Spidey'sWeb Virginia Beach/VA U128
 642-9405 Sysabend Bena/VA fido
 805-382-1125 Civic 64/128 Oxnard/CA Omni
 +833-1866 ABACUS Bakersfield,CA ?
 987-9541 Tardis Camarillo/CA Omni
 806-748-1009 West Texas Tumbleweed
 Lubbock/TX Col64
 807-623-1031 Compusoft Online
 Thunder Bay/ON CAN ?
 939-1116 Nirvana Thunder Bay/ON CAN ?
 808-456-7745 Robotech Pearl City/HI Fido
 1:345/37
 810-235-2795 Great Lakes Int Flint/MI CnetDS2
 258-9864 Starfleet Command Birmingham/MI
 Cnet DS2
 687-2101 Falcon's Claw MI.Morris/MI CnetDS2
 687-5393 Roundtable MI. Morris/MI CnetDS2
 754-1131 Tony's Corner Warren/MI Fido
 773-6959 East Point Amiga ? Fido
 813-321-8734 Merc Opus St. Petersburg/FL
 Fido 1:101/218
 ?497-1216 SOS Venice/FL Fido
 526-2971 Negative Cash Flow
 St Petersburg/FL Omni
 592-5796 Jos'Lounge Naples/FL Fido1:3630/40
 745-5677 Chipper Clipper Bradenton/FL Fido
 747-8679 Woodland Bradenton/FL
 Fido1:137/201
 960-4230 Streets of Gold Tampa/FL ?
 968-3184 Center Stage ?
 986-6786 Magic's Realm Tampa/FL CnetDS2
 +822-7099 Excellent Adventure
 St Petersburg/FL ?
 815-874-3998 Idiot Box ? Fido1:2210/666
 816-238-1838 CMOS St. Joseph/MOFido1:294/1
 817-246-8280 Cowtown Chatlines ?
 +247-4703 Mudshark ? Fido
 +268-1422 Metroplex ? Fido1:138/1008
 268-1812 System Control Hurst/TX Fido
 547-6865 Alladin's Lamp Kempner/TX U128
 818-240-1593 Mike's Video House
 Glendale/CA Fido
 351-9474 Twilight Zone Pasadena/CA U128
 +366-1238 Mog-ur's Ems ? Rime
 448-8529 Night Gallery El Monte/CA ?
 891-9350 EBBS-PC ? PC
 989-7845 Eagle's Nest Van Nuys/CA Fido
 901+287-7398 The Source Dyersburg/TN Fido
 +759-1542/43 Operator Hendgap-MC=UC
 Memphis/TN Cnet Prov3+
 902-461-4317 Circuit Braker Dartmouth/NS
 Canada ?
 903-534-1971 Copen's Castle I Tyler/TX Col64
 758-2784 Arti ? fido
 764-2808 BarnOwl Elkhart/TX Fido

903-839-3668 Black Iris Whitehouse/TX
 CnetDS2
 904-276-4724 Lifeline ? Fido
 769-9431 Computer Country Panama City/FL
 Fido1:3608/5
 871-6536 221B Baker ST Panama City/FL
 Fido1:3608/1 Name:Commodore Caller PW:CBM
 934-8044 Navarre-Link Navarre/FL CnetDS2
 905-271-2692 Old Folk's Home Toronto/ON
 CAN ?
 273-6300 TPUG1 Mississauga/ON CAN Pntrnet
 273-6727 Dungeons of Dominion Toronto/OT
 CAN ?
 388-2542 Spectrum Hamilton/ONCAN
 Fido1:244/211
 404-1867 Ground Zero Oshawa/CAN Fido
 427-1603 Enchanted Forest Toronto/ON CAN ?
 427-9523 Warp Nine Toronto/ON CAN ?
 432-7920 Forgotten Realms Toronto/ON CAN ?
 436-2606 Daily Planet Oshawa/ON CAN
 Fido1:229/436
 436-6678 Myth Toronto/ON CAN ?
 476-3599 Easy Living Keswick/ON CAN Pntrnet
 527-6346 Immortal Hell Toronto/ON CAN ?
 576-4824 Dreamscape Toronto/ON CAN ?
 668-7347 Dendworld Whitby/ON CAN CnetDS2
 728-4891 Ground Zero Oshawa/ON CAN Fido
 792-7796 Coffee Brek Spies Toronto/ONCAN?
 794-1291 Aftermath Toronto/ON CAN ?
 831-6102 O.J.'s/Good Ship/Hse Cmmnts
 Toronto/ON CAN Pntrnet
 852-7373 Pyramids Uxbridge/ON CAN Fido
 889-5255 Dragon's Den Toronto/ON CAN ?
 896-1446 PSI Wordpro Toronto/ON CAN Pntrnet
 949-4838 Amex Remote Access
 Mississauga/ON CAN Pntrnet
 906-428-9118 Sports Arena ? Fido1:139/945
 907-349-7476 AnchorageC=UG Anchorage/AK?
 908-287-8034 East Side CEEBUG Edison/NJ EBBS
 341-8945 Commodore Den Tom's River/NJ
 Dmbbs
 494-8666 Microfone Metuchan/NJ Fido
 +360-9462 The Synthesis ?/NJ
 909-598-1755 Nick's Place Walnut/CA ?
 823-6523 Crystal Castle ? Image
 860-3213 Castle of the Four Winds
 Diamondbar/CA Fido
 947-7478 Diamond Bar Ontario/CA Fido1:218/01
 910-392-7486 Dungeon Realm Wilmington/NC
 U128
 912-369-4350 Opera House ? Fido
 923-3322 Telisar Warner Robbins/GA U128
 927-4857 E-pages Savannah/GA Fido
 953-1191 Code Plus ? Fido
 +369-7180 Wolves Den ? Fido 1:9659/7
 913-721-2864 Commodore Central
 Bonner Springs/KS Fido1:280/364
 784-4114 Reflections Ft.Riley/KS Fido1:2803/1001
 914-939-3129 Death's Landing ? ?
 915-598-8442 Dragon's Lair El Paso/TX U128

THE CLIPPER

HOST: aix370.rrz.uni-koeln.de
(134.95.80.10)
LAST UPDATED: 18 Jan 1994
DIRECTORY:
/disk2/usenet/comp.archives/
auto/ comp.sys.cbm

HOST: ftp.csv.warwick.ac.uk
(137.205.192.5)
LAST UPDATED: 18 Jan 1994
DIRECTORY: /pub/c64
DESCRIPTION: Contains PD games
DIRECTORY: /tmp/c64
DESCRIPTION: Temporary files stored
here. If /tmp directory not found,
try again at another time. /tmp
directory not always available.

HOST: clover.csv.warwick.ac.uk
(137.205.192.6)
LAST UPDATED: 27 Sep 1993
DIRECTORY: /pub/c64

HOST: nexus.yorku.ca
(130.63.9.66)
LAST UPDATED: 21 Dec 1993
DIRECTORY: /pub/internet-info
DESCRIPTION: contains an older
version of this listing.

HOST: rigel.acs.oakland.edu
LAST UPDATED: 03 Apr 1994
DIRECTORY: /pub2/cpm
DESCRIPTION: C128 CP/M
DIRECTORY: /pub2/cpm/c64
DESCRIPTION: C64 CP/M

HOST: oak.oakland.edu
LAST UPDATED: 03 Apr 1994
DIRECTORY: /pub2/cpm
DESCRIPTION: CP/M software, most
all of which will run on the 128

HOST: src.doc.ic.ac.uk
(146.169.2.1)
LAST UPDATED: 18 Feb 1994
DIRECTORY:
/usenet/comp.archives/auto/
comp.sys.cbm
/usenet/comp.archives/
commodore-64 -128
/usenet/comp.archives/c64
/media/visual/collections/funet-p
ics/jpeg/games/c64
/media/visual/collections/funet-p
ics/jpeg/comp/games/c64

HOST: tupac-amaru.informatik.rwth-aachen.de
(137.226.112.31)
LAST UPDATED: 07 Oct 1992
DIRECTORY:
/pub/rz.archiv/simtel/cpm/c64
/pub/rz.archiv/simtel/cpm/c128

HOST: update.uu.se
LAST UPDATED: 09 Feb 1994
DIRECTORY:
DESCRIPTION: CP/M software, most
all of which will run on the C128 Be
sure to check other directory
locations of more files.

HOST: wuarchive.wustl.edu
(128.252.135.4)
LAST UPDATED: 09 Feb 1994
DIRECTORY:
/systems/amiga/incoming/misc
/mirrors/cpm/c64
/mirrors/cpm/c128
DESCRIPTION: CP/M software, most all
of which will run on the C128.

HOST: ftp.demon.co.uk
LAST UPDATED: 12 Apr 1994
DIRECTORY: /pub/cpm
DESCRIPTION: CP/M and various system
files. Also available by email
mailto:server*nowstaer.demon.co.uk

HOST: watsun.cc.columbia.edu
(128.59.39.2)
LAST UPDATED: 08 Sep 1993
DIRECTORY: /kermit2/old/c64
/kermit/bin

HOST: cs.columbia.edu (128.59.1.2)
LAST UPDATED: 12 Sep 1993
DIRECTORY: /archives/mirror1/kermit
DESCRIPTION: the official Kermit support
site containing the latest C64 Kermit
and support files. 80 columns C64/128.

HOST: plaza.arnet.edu.au
(139.130.4.6)
LAST UPDATED: 28 Dec 1993
DIRECTORY: /pub/kermit/c
DESCRIPTION: Kermit files. Be sure to
get the complete set of C64/128
Kermit.

HOST: flubber.cs.umd.edu
(128.8.128.99)
LAST UPDATED: 03 Jan 1994
DIRECTORY: /rec/newballistic

HOST: f.ms.uky.edu (128.163.128.6)
LAST UPDATED: 28 Dec 1993
DIRECTORY: /archive/c64.zip

HOST: ftp.funet.fi (128.214.6.100)
LAST UPDATED: 01 Apr 1994
DIRECTORY:
/pub/pics/jpeg/games/c64
/pub/misc/c64
/pub/kermit/c64
/pub/amiga/audio/misc/sid-tunes
/pub/cbm

HOST: nic.switch.ch (130.59.1.40)
LAST UPDATED: 31 Aug 1993
DIRECTORY: /mirror/kermit/bin

HOST: gmdzi.gmd.de (129.26.8.90)
LAST UPDATED: 14 Mar 1994
DIRECTORY: /if-archive/games/c64
DESCRIPTION: contains a few PD text
adventures

HOST: micros.hensa.ac.uk
(148.88.8.84)
LAST UPDATED:
DIRECTORY: /kermit/c64

HOST: wilbur.stanford.edu
(36.14.0.36)
LAST UPDATED:
DIRECTORY: /pub/emulators/c64

HOST: syrinx.umd.edu (128.8.2.114)
LAST UPDATED: 28 Dec 1993
DIRECTORY: /rush/c64-sounds

HOST: tolsun oulu.fi (130.231.96.16)
LAST UPDATED: 06 Sep 1993
DIRECTORY: /pub/c64
/incoming/c64
/pub/amiga/4/c64trans.zoo
/pub/c64
DESCRIPTION: Uploading to /pub/c64 is
disabled because of lack of disk space.
However it is still fully accessible.
Currently there is no administration for
/pub/c64. /pub/amiga is active,
though.

HOST: ucsd.edu (128.54.16.1)
LAST UPDATED: 01 Apr 1994
DIRECTORY: /midi/software/c64
DESCRIPTION: SID and MIDI files

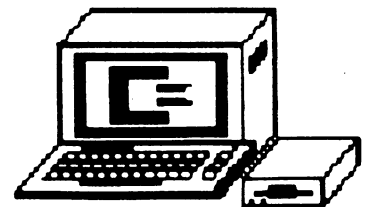
HOST: cs.dal.ca (129.173.4.5)
LAST UPDATED: 01 Apr 1994
DIRECTORY: /comp.archives/c64
/pub/comp.archives/com.sys.cbm
DESCRIPTION: C128 files, GIF's, and
terminals

HOST: bert.psyc.upei.ca
LAST UPDATED: 31 Jan 1994
DIRECTORY: /pub
DESCRIPTION: All the releases of the
major demo parties of '93

HOST: ftp.uni-hildesheim.de
LAST UPDATED: 20 Feb 1994
DIRECTORY:
DESCRIPTION: C64 directories will be open
on or after 20 Feb 1994

HOST: ftp.hrz.uni-kassel.de
LAST UPDATED: 03 Feb 1994
DIRECTORY: /pub/machines/vic-20
DESCRIPTION: A VIC20 ftp site,
administered by Andreas Heitmann
heitmann*crunch.ikp.physik.th-darmstad
t.de

HOST: rtfm.mit.edu
LAST UPDATED: 14 Apr 1994
DIRECTORY: /comp.sys.cbm
DESCRIPTION: A place for
COMP.SYS.CBM.FAQ
Notes: The latest version of the
Commodore FTP Sites Listing (this list)
can be found in the Usenet newsgroup,
comp.sys.cbm, where it is posted twice
monthly, generally at the beginning and
middle of each month. Send all info in re:
changes/additions/corrections to:
h.berman1@Genie.geis.com.
From TCCUG Newsletter, May, 1994



THE CLIPPER

916-865-7811 Greenwood Manor Orland/CA
Omni
722-1946 Wings Sacramento/CA Col64
334-2268 Cougar's Lair N.Highlands/CA U128
395-9733 CEE-64 Alive! Sacramento/CA
Fido 1:203/999

918-321-5283 Bitstream Kiefer/OK
Fido1:170/202

663-2775 CP/M Local Tulsa/OK Fido
835-6347 Big Dreams Tulsa/OK Fido1:170/609
838-8816 Night Watchman Tulsa/OK Fido
919-269-9788 Land Down Under
Raleigh/NC ?

481-4300 Real Class Raleigh/NC ?
756-4127 House Call Greenville/NC Image
779-6674 MMS Raleigh/NC Fido
821-4049 The Vault Raleigh/NC ?
833-3098 The Ranch Raleigh/NC ?
954-8043 Country Club Raleigh/NC ?

Australian BBS's

61-47-742252 Space Station NWS/AUS Fido
07-341-9560 Pinnacle ? +100
08-234-0131 BizNice ? ?
61-2-6288888 Way Out West Sydney Fido
61-8-2777479 Fishbowl Morphetville/SA
Fido

New Zealand BBS's

64-9-528-5872 C=User's Group Auckland/NZ
64-9-630-7739 The BBS Works Fido

United Kingdom

44-0902-745337 Wolverhampton
Ros/WMids Fido

Iceland

354-1-671-999 Ullin BBS Reykjavik Fido/Int
Italy

39-432-512-550 PersComputer Club Udine PC

Internet FTP Sites

Intro by Craig Taylor

FTP stands for File Transfer Protocols and is a method of obtaining programs that are stored on another system's computer. There are numerous FTP sites out there in InterNet land—one of the best currently available for the Commodore computers is that of R. Knop's site at ccosun.caltech.edu. The following is a list of FTP sites for the Commodore 64 and 128 compiled and maintained by Howard Herman and is used with his permission. He usually posts an updated list to comp.sys.cbm newsgroup every month or so.

This is a list of FTP sites containing software and programs specific to the Commodore 64 and 128 computers. I will try to keep this list as current and accurate as possible so that it can be a useful resource for users of the newsgroup.

PLEASE cooperate and send E-mail with any corrections and updates. If you uncover a site not listed, tell me so that it can be added. If a site has closed or no longer carries CBM software, let me know and it will be deleted.

To use this list on a UNIX system, just type "ftp<sitename>", where <sitename> is any one of the sites listed below. Use "anonymous" as you login and your E-mail address for the password. You can change and list directories with "cd" and "dir", respectively, and download files to your system using "get". Be sure to specify either "binary" if you are getting a program or "ascii" for a text file before you begin the download.

In addition to the sites listed below, which have CBM software, there are hundreds of other FTP sites on InterNet with interesting files covering most every other topic imaginable. Take some time to seek out and explore these other sites and their files too. Enjoy!

HOST: ccnga.uwaterloo.ca

LAST UPDATED: 01 Apr 1994

DIRECTORY: /pub/cbm

DESCRIPTION:

csbruce*ccnga.uwaterloo.ca

(Craig Bruce) maintainer of the site writes: I have rearranged the files at the new "ccnga.uwaterloo.ca" anonymous FTP site for Commodore computers. The new "/pub/cbm" directory breakdown for this site is as follows:

>archivers: archiving/dearchiving programs for the C128/64

>audio: audio-related stuff for the C64

>comp.binari*: programs from the "comp.binaries.cbm" newsgroup

>comp.sys.cbm: important information gleaned from the "comp.sys.cbm" newsgroup

>demos: demo programs for the C64

>emulation: programs for emulating the C64 on various platforms

>games: games for the C64/128

>graphics: graphics stuff for the C128/64

>hacking.mag: issues of C=Hacking magazine and related programs

>hardware: text files about hardware projects

>misc: stuff that doesn't fit into any other directory

>os: stuff for various alternative operating systems for the C128/64

>os/ace: stuff for the ACE operating system for the C128/64

>os/cpm: stuff for the CP/M operating system for the C128/64

>os/cs-dos: stuff for the CS-DOS operating system for the C128

>os/geos: stuff for the GEOS operating system for the C128/64

>programming: programming ideas/code/stuff for the C128/64

>telecomm: telecommunications software for the C128/64

>unix: related utility C programs and Unix shell scripts

>util128: utility programs for the 128

>util64: utility programs for the 64

>vic-20: VIC20 programs

>INCOMING: directory to upload new programs into (use appropriate subdir)

HOST: eskimo.com

LAST UPDATED: 14 Mar 1994

DIRECTORY: /voyager

DESCRIPTION: The official support site for Novaterm 9.5.

voyager*isumataq.eskimo.com

(Nick Rossi), Novaterm's author writes: The site will contain the most recent Novaterm version, archives, the individual files, the documentation in both CBM and standard ASCII, and any other information, news, new modules, or bug fixes that come along.

HOST: sol.cs.ruu.nl (131.211.80.17)

LAST UPDATED: 04 Feb 1994

DIRECTORY: /pub/MIDI/PROGRAMS/C64
/pub/MIDI/DOC

HOST: uceng.uc.edu

LAST UPDATED: 06 Sep 1993

DIRECTORY:

/pub/wuarchive/systems/cpm/c128

/pub/wuarchive/systems/cpm/c64

/pub/wuarchive/doc/misc/if-archive

/infocom/tools

TELECOMMUNICATIONS SIG

The Telecommunications SIG will meet Sunday, September 18th, 2:00 pm, at Jason Whitener's, 1120 N. Clay, Apartment#1. Please bring your terminal disks and modems if you have had any problems accessing BBS's, and a 2-Liter Soda of your choice. This meeting will include the organization of the schedule for future SIG meetings and basics of Telecommunications.

FOR SALE

C=SX-64 Executive Computer (Color) \$275 Excellent Condition, 801 Printer w/interface, Modem 300, disks + documentation

C=VIC20 Excellent Condition \$50

VIC20 Power Supply, CZN Cassette Player, TV adapter, documentation, programs, cartridges

Carl Henke

417-546-6266 (answering machine)

THE CLIPPER

°DATAPUMP° THE 6551 ACIA CARD

(C)copyright Perry M. Grodzinski 1991

NOTES: You are free to give away these documents but not to sell! **SWIFTLINK** is a Trademark of CMD (Creative Micro Designs).

Although this project is very simple to construct, some electronic experience would be beneficial. The author takes no responsibility for this modification as this project is to be done at the risk of the reader.

With the price of high speed modems quickly falling, home computer users can now have 9600 bits per second modems for the price that 300 BPS once cost. Unfortunately, anything above 2400 BPS for the c64 is a problem, it just can't keep up. Most of the serial to parallel and other bit handling is done from the CIA 6526 chip and intensive code. Other Commodore's of the past like the SuperPET, B series, and +4, all used another means to achieve the serial conversion. By using an IC known as a UART (Universal Asynchronous Receiver Transmitter), These machines were able to handle a much higher bit rate than what can be achieved with a C64. The UART used is known as the R6551 ACIA (Asynchronous Communications Interface Adapter). It can also be noted that this is also the UART used in the CMD SWIFTLINK™. The design presented here allows the C64 to communicate at speeds of up to 38,400 BPS. Although I have not tested at the higher end speeds, I do use this design to communicate with my modem at 19,200 BPS without any problems. Purchasing a SWIFTLINK from a Canadian supplier was a tad costly for me and was not going to challenge me as an electronic project so I decided to try to build a card around the 6551. Thus the **DATAPUMP!** After receiving the 6551 and specification sheets, I was very pleasantly surprised to see that this was going to be a breeze. It was as though the 6551 was built for interfacing to the C64. No fancy interfacing was required at all. All that had to be done was Hook It UP! Looking further into the spec sheets I found that the maximum speed with the recommended crystal was 19,200 bits per second. Knowing that terminal programs like Fritzterm, and Novaterm had maximum speed settings of 38,400 BPS for use with Swiftlink, it quickly hit me that CMD was doubling the speed. I quickly looked through the parts catalog and found there to be a crystal of a standard speed exactly double of the frequency on the spec sheet, so I ordered it. After getting my card built I found that indeed a double speed crystal was what was used in the design of the Swiftlink. By the way, for the record let me mention here and now, that my design, even though it may appear to be in some ways, is not a Swiftlink clone. That is to say I had never even seen what the case of one looked like, let alone the insides. Actually at the date of this writing, I still haven't seen a Swiftlink! Now with the legality questions out of the way lets go build a DATAPUMP!

The heart and soul of the DATAPUMP is of course the 6551. I used one manufactured by Rockwell. Again interfacing the 6551 to the C64 is very simple. The 6551 pinout is as follows:

Pin#	Label	Function	Pin#	Label	Function	Pin#	Label	Function	Pin#	Label	Function
1)	GND	Ground	8)	/RTS	Request To Send	15)	Vcc	+5 Volt	22)	DB4	Data Bus 4
2)	CS0	Chip Select High	9)	/CTS	Clear To Send	16)	/DCD	Data Carrier Detect	23)	DB5	Data Bus 5
3)	/CS1	Chip Select Low	10)	TxD	Transmit Data	17)	/DSR	Data Set Ready	24)	DB6	Data Bus 6
4)	/RES	Reset	11)	/DTR	Data Terminal Ready	18)	DB0	Data Bus 0	25)	DB7	Data Bus 7
5)	RxC	Receive Clock	12)	RxD	Receive Data	19)	DB1	Data Bus 1	26)	/IRQ	Interrupt Request
6)	XTL1	Crystal leg	13)	RS0	Register Select Bit 0	20)	DB2	Data Bus 2	27)	Ph2	Phase 2 clock
7)	XTL2	Crystal leg	14)	RS1	Register Select Bit 1	21)	DB3	Data Bus 3	28)	R/W	Read/Write

I'll further explain some of these pins and their functions. To select the chip (to read/write to it) CS0 must be high and CS1 must be low. So we'll use I/O1 to select the chip as it is active low. We tie CS0 permanently high and toggle the chip by changing I/O1. I/O1 goes low whenever a read or write to \$DExx takes place. Note that you can use I/O2 here and map the 6551 to \$DFxx if you wish, but be aware that this will put the 6551 in conflict with a REU. /RES could be tied to the /reset signal coming from the C64, I chose not to do this for my purpose as I can do a hard reset from my C64, do whatever such as load a different communications package and be back without resetting my 6551 which would cause my modem to disconnect. I leave this up to you but make sure this line is pulled up via R1 even if you connect your 64 /res here. A0 and A1 connected to RS0 and RS1 allow the registers of the 6551 to be selected from \$DE00 through to \$DE03. R2 through R4 must be in place to cause the conditions to be true on CTS, DCD, and DSR, when no modem is connected to the 6551. If these states are not true the 6551 can generate interrupts that if not properly handled with software can cause the C64 to hang rudely. Pins 10,11,12,15,16,17 and gnd, all make up the RS232C serial output. To follow the RS232C voltage standards I used the common 1488 RS232 driver and the 1489 receiver. The only hassle is with the fact that the 1488 requires two 9 - 15 volt power supplies. One supply ties its negative to ground and positive to pin 14 of the 1488. The other supply has its positive side tied to ground and its negative side connected to pin 1 of the 1488. To acquire the two 12 volt supplies, I used a +5 volt to +/- 12 volt dc to dc converter made by a firm called Astec. I removed this converter from an old junk board that was a serial card for a Radio Shack TRS-80 Model 1 micro. If you have problems finding such a part, there are many alternatives to achieving these voltages. You could steal the 9v ac supply off of the user port and through a network of diodes and capacitors create two 9v dc supplies. Another would be to use an external center tap 24 volt transformer and create two 12 volt dc supplies. To get by you could also simply use two 9 volt batteries. The reason I chose the converter was that I could then build the entire DATAPUMP, power and all on one card and use the 5v coming from the C64. C1 through to C7 and L1 and L2 are simply used for filtering on the converter.

Construction is very easy and no previous training in rocket science is necessary, however basic knowledge in electronics and soldering would be an asset. The entire project is built on a single card plugged into the expansion port of the C64. I used a Radio Shack part 276-192. It is a 72-position plug-in board with .100" contact centers. US friends should check the RS numbers as I am unsure if Radio Shack uses the same part numbers in the US as they do in Canada. The card edge must be carefully cut down of course to match the 44 pin expansion port female on the back of the C64. Once this is done you now have a large 4.5" X 5.7" card to add more than the DATAPUMP if you wish. On my card, I have the DATAPUMP project, a couple of eproms, and another female 44 pin for my REU, and a few other goodies. I used sockets on all the IC's except for the DC-DC converter. On my external cards I always use single core copper telephone wire for circuit trace connections, and never have problems with noise.

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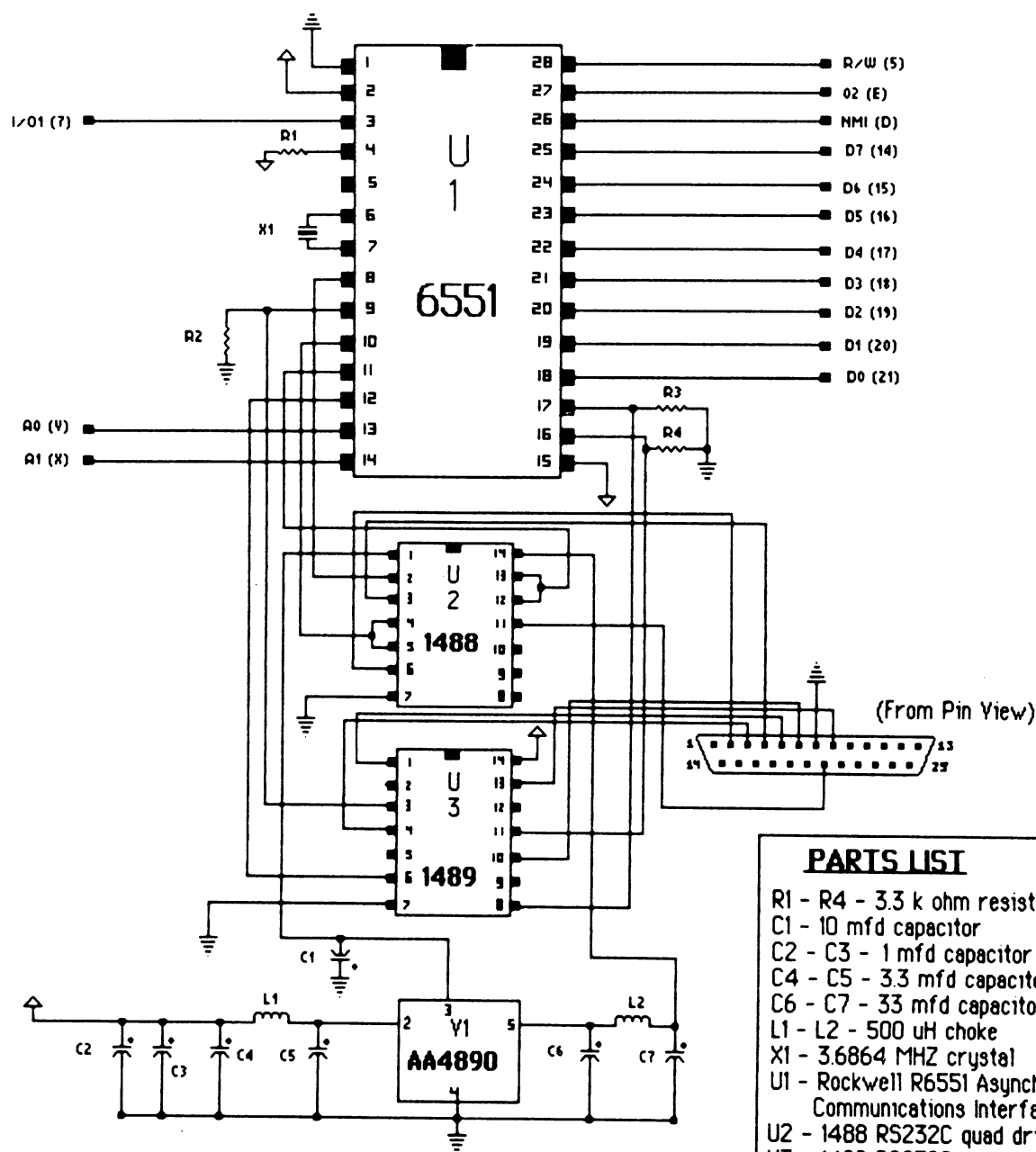
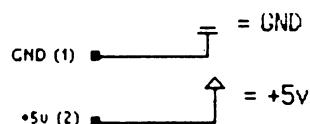
I hope you enjoy this project as much as I did I know you'll love the the ability to really cruise at 19,200 BPS. To date I have found few terminal programs that could really make the card hum. Terminal I is one terminal package that works very well Fritzterm also flies along and keeps the C64 right up to snuff with the 6551 Novaterm 9.3 also supports the 6551 but becomes undependable at speeds higher than 2400 I mentioned this to the author so maybe we'll see this in his next release. Although this interface was designed for the C64 it could easily be adapted to the 128 as well Of course, from what I understand, on the 128, a 6551 is not required unless the user wishes to transceive at speeds higher than 9600 BPS If you have any questions comments or suggestions, please contact me at :

Perry Grodzinski

30 Fyfe Street

Regina, Sask. Canada S4X-1J8

I also hang out on the CBM Echo and can be reached there. **GOD BLESS !**



PARTS LIST

- R1 - R4 - 3.3 k ohm resistors
- C1 - 10 mfd capacitor
- C2 - C3 - 1 mfd capacitor
- C4 - C5 - 3.3 mfd capacitor
- C6 - C7 - 33 mfd capacitor
- L1 - L2 - 500 uH choke
- X1 - 3.6864 MHz crystal
- U1 - Rockwell R6551 Asynchronous Communications Interface Adap.
- U2 - 1488 RS232C quad driver
- U3 - 1489 RS232C receiver
- V1 - Astec +5 - +/- 12 dc-dc converter
- MISC. - Radio Shack 276-192 0.1" contact centers, wire, sockets

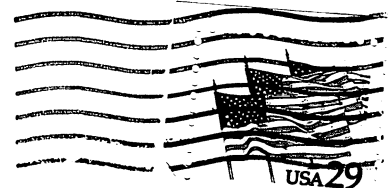
INSIDE THIS ISSUE

- +Inside InterNet
- +Understanding a Modem
- +Officer's Bear ALL!!
- +DataPump Modem Cable
- +Graveyard BBS List Part 2
- +FTP Sites for C= Machines
- +Classifieds

DAYS TO REMEMBER

- September 5 Labor Day
- September 10 CUGOS Meeting
- September 12 Officer's Meeting
- September 18 Telecom S16
- September 20 Article Deadline

COMMODORE USERS GROUP
OF SPRINGFIELD
PO Box 670 Springfield, MO 65801



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it's time to RENEW
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- ☐ --Renew Today!!
- ☐ --Last Newsletter!

THE CLIPPER

Newsletter of the Commodore Users Group of Springfield

ISSUE 125

C.U.G.O.S.

OCTOBER 1994

Commodore Sets Sale. To Close Headquarters

Dan Stets, Philadelphia Inquirer
8/20/94

While investors continue to battle over the rights to the once-mighty computer maker, Commodore, the remains for its North American Headquarters in West Chester are to be sold off piece by piece.

On 9/8, Commodore Business Machines (CBM) is auctioning off a motley collection of once vital property, including two old mainframe computers, rooms of office furniture and a floor scrubber.

CBM expects to raise no more than \$250,000 from the sale. The real purpose of the auction is to clear the huge headquarters building so the lease, which runs to 1999, can be canceled. Brian K. Kriger, a CBM lawyer, said yesterday. The 600,000 square-foot is costing Commodore \$8000 a day for utilities.

CBM, Commodore International's main North American subsidiary, is in Chapter 11 in the U.S. Bankruptcy Court in Manhattan. Its parent, Commodore International, LTD., once one of the world's most successful manufacturers of small computers, is being liquidated in the Bahamas, where it is incorporated.

As plans were being completed this week for the West Chester auction, Bahamian liquidator Franklyn Wilson was meeting in New York with one of the potential purchasers of the entire company, Donald Pleasance, a director of Commodore's subsidiary in the United Kingdom.

A U.K. management team and creative Equipment International, Inc., of Miami, now appear to be the principal contenders for the essence of Commodore - its technology, patents and brand name.

Both U.K. team and CEI plan to resume manufacturing Commodore's Amiga computers, producing smaller machines for European market and bigger, multi-media machines for North America.

The Bahamian liquidators had hoped to sell off the entire company at least a week before the

scheduled date of the auction.

However, CEI president Alex Amor said yesterday he didn't expect the sale of the parent's assets to take place until mid-September at the earliest. He said he had alerted his financial backers, who he declined to name, that they won't be able to take full advantage of the Christmas market to sell Amigas. Amor said he

... (WE) HAVE MADE A BID, WHICH IF SUCCESSFUL WILL GIVE US THE RIGHTS TO MANUFACTURE, SELL AND MARKET THE WHOLE RANGE OF COMMODORE PRODUCTS, PAST, PRESENT AND FUTURE...

planned to manufacture in Philadelphia as well as in Europe if he gets control. If Pleasance gets control, he would make the machines in the United Kingdom.

Commodore stopped making computers in West Chester in 1991, when manufacturing was moved offshore. The building has been 75% vacant since then. The company has moved its employees and operations from the West Chester building to its semiconductor and research building in Norristown, PA. On August 9, U.S. Bankruptcy Judge James L. Garrity Jr. gave CBM permission to sell off the equipment and terminate the West Chester lease.

A Letter from CBM-UK

Over the past few months the speculation about Commodore, and in particular about the future of Amiga, has been rife. I would like to put "the record straight" so to speak, and bring you up to date as to the latest position.

Our parent company, Commodore International Ltd., and its subsidiary Commodore Electronics Ltd., are both in liquidation, under the jurisdiction of the Bahamian Courts (C.I.L. and C.E.L. are both registered in the Bahamas). The liquidators, Delliotte Touche, are actively seeking to sell the assets of both C.I.L. and C.E.L.

There are a number of bids in place for various combinations of the assets.

Colin Proudfoot and I, along with two senior executives of Commodore International (but NOT Mehdi Ali) have made a bid, which if successful will give us the rights to manufacture, sell and market the whole range of Commodore products, past, present and future, on a

world-wide basis. We have raised the necessary finance and believe we will be successful in our bid to purchase this business. If we are successful, we will give priority to

our core business, the UK and ensure that the loyalty that has been shown to us will be rewarded.

Our budgets do include a significant level of advertising spending, which we will use to the very best effect. The Amiga CD32, Amiga 1200, Amiga 4000 and CD 1200 will be produced and sold during the Christmas period. It is anticipated that if all goes to schedule, we will be delivering product around the first week of November, possibly the second week.

It is our belief that by far the majority of retailers will be out of current stock by the end of September/early October, so there will only be a short delay before new bundles arrive.

Rest assured, our plans include the best pack we have ever offered. I know these are trying times for us all, but I give you my personal word that we are doing everything in our power to ensure that not only do we keep the Amiga family alive, but that we also lift the brand up to its rightful place at the top of the market where it belongs. Thank you for your highly valued support, without which we would not have a business worth fighting for.

Very Best Wishes.

David Pleasance

Managing Director

Sales and Marketing

CUGOS

Commodore Users Group of Springfield

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128 Librarian	Russell Alderson
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Educator	Stan Spurgeon

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CUGOS, PO Box 607

Springfield, MO 65801

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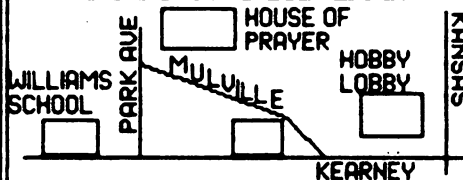
Why Join a User's Group?

The benefits of being a member of CUGOS, or any users group, include many things: the extensive software libraries, access on the club's bbs, a monthly newsletter, special interest groups, monthly meetings. But, by far, the biggest advantage of any users group is the support you will find there...both for yourself and your machine. Members range from fledgling computer owners to experienced machine language programmers, all contributing to support the club and it's members. No where else will you find a group of people eager to discuss, dissect and direct! Every Commodore User was a new user once...and many are eager to share the knowledge that they, or those they know, have gained. Solutions to problems with hardware, software, or peripherals is often simply a phone call away. Take a moment to consider membership in our group or your local group and discover what benefits you can reap! Remember, there are no dumb questions...only unasked ones!

CUGOS...

Making Commodore Owners Commodore Users

CUGOS MEETINGS
are held the 2nd Saturday
of each month at the
House of Prayer Gym,
2850 N. Park Ave.



Adventure Games

Suzi Edwards 935-4793

Beginner's Info

Jim Orr 753-3235

Diskmaster Info

Suzi Edwards 935-4793

GEOS

Kym McGarry 864-8395

Hardware Problems

Charles Dailey 831-9498

Home/Business Applications Needed

Programming Information

Mike Rickman 678-0533

Beginner's Programming

Mike Rickman 678-0533

Desktop Publishing

Kym McGarry 864-8395

Telecommunications

Jason Whitener 863-9102

Using Your 64

Ernie Trisler 869-9345

Using Your 128

Charles Griffin 882-9658

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Larry Feters, II	866-6198
Diane Durham	831-3687
Ellen Montgomery	654-2798
Stan Spurgeon	889-9819

Please be considerate in making your calls. The best hours to call are between 6pm and 10pm.

COMMODORE USERS GROUP OF SPRINGFIELD MEMBERSHIP APPLICATION

NAME _____ ADDRESS _____
CITY _____ STATE _____ ZIP _____ PHONE _____

Where did you hear of CUGOS? _____

What type of computers and peripherals do you own (if any)? _____

What are your main interests as a computer user? _____

Do you have a special interest in any of the following? (Check all that apply)

() Telecommunications/modems () Wordprocessing () Programming () Gaming () Desktop Publishing

Membership dues are \$15 per year with a one-time registration fee of \$5. Meetings are held the monthly. Call 882-3866 for details. To become a member, mail this form with your hard earned \$\$\$ to CUGOS, PO Box 607, Springfield, MO 65801

CAPTAIN'S QUARTERS

I guess I better open this column with a bit of an announcement. I'll be at the Oct. 8 club meeting after all. It seems the day of the meeting was a rather eventful one for me. When I got home from the meeting, my fiance' drove in and informed me that she wanted to call off the wedding. This came as a rather large shock to me, considering there were only 4 weeks till the wedding. I've had a bit of time to deal with it, and have found that it was probably for the best. While we are friends, and will remain so, we found we needed more than friendship to make a marriage work. Now for those of you that don't know me very well, don't worry, I'm dealing with it fine, and don't worry about mentioning it to me. I'm really pretty good with it. I don't mean to make this a soapbox for my problems, but I did want to put this in the newsletter, as last month I announced I wouldn't be at the Oct. 8 meeting. Now onto the good stuff.

This month's newsletter is dealing with the 128. I imagine that there will be quite a few good articles dealing with various aspects of this fine commodore machine. Again, I reiterate that I'm very happy with the format the newsletters have been taking, as of late. The thematic form is an excellent way to find the information that you are looking for and be able to cross reference the articles for later use.

For just an overview of the next meeting, I'm looking into continuing the telecommunications sig at the meetings. I know it's a bit of an inconvenience for many, travelling over to the school part of the meeting area, but I feel that this was by far the best attended sig at the last meeting. Many learned beginning telecommunications, especially on how to set up their copy of Novaterm. This fine program has become the program of choice for many in our club, myself included. It's a great piece of software that will allow you to expand your horizons farther than just about any other software, ever. I'm also hoping to have several other sigs, hopefully, a wordprocessing sig will be at the next meeting. I will have to call on some others, as I use my system for

very little wordprocessing, but I feel this is an area in which we could help.

Just a note, there was a little confusion at the last meeting about the telecommunications sig that was to be held at my house. I went ahead and had it, but there were mainly no shows. I only had 1 person that just dropped in for a few minutes and couldn't stay long. I will try and have one again on the next Sunday afternoon after the Oct. meeting. That should be the 16th. It should start around 2pm and last till everyone wants to leave. Hope there will be more of a turnout for the next one.

Also, I'm trying to round up some people to help on some little side projects I'd like to get accomplished. If you'd be interested just let me know at the meeting or here at home. Nothing really strenuous, but needed nevertheless. Also, Kym still needs your help to type in articles from past newsletters for distribution. She just needs people to do straight data entry, for us to trade information with other clubs. See her for more details.

Well, guess that's all for now. Hope to see you at the next meeting.

Thanx,
Jason Whitener
President

CLIPPER LOG

Minutes September 10, 1994

Our September meeting was exciting, as many members attended to learn how to use their modems to get online. Kym McGarry announced that the Tele-Communications SIG was being held over in the School Class Room next door. Her 64 was setup, "Tested" and was ready to get "Online".

President Jason Whitener cut the business portion to a bare minimum, saying computers were set up around the room, for demos and to help members use their software more effectively. He announced that we had received Diehard's July & August disks and that it contained some interesting files. Ellen Montgomery said she'd be selling off the surplus magazines donated to the Club. Kym reported that we are exchanging disks of the month with eight-nine other Users Groups. Kym reported that the newsletter had been late due to the printer's copier being down for repairs. Bill Patrick, Secretary
CUGOS WELCOMES NEW MEMBER
GARY WALLACE FROM BRANSON.

STATEROOM 128

by Russell Alderson

Soundstudio 3.71

Nate Dannenber released SoundStudio 3.71 to the Q- Continuum. The update was to fix bugs from version 3.70 and to appease version number purists. :-) And now, CUGOS has it! We will release SS 3.71, along with an assortment of .raw and .wav files, on disk DP. We have already brought in about a meg of additional .wavs for probable release. The trouble is that they are so huge (on average) that only three-four may fit on a side. The demo of version 3.70 was mildly received. (the REU was washed out with lye soap shortly after the meeting...you had to be there.) SoundStudio is shareware. A version 4.0 is in the works, but will be available only to registered 3.xx users.

Loadstar 128

CUGOS received Issue 24 last month. *MAGNIPRINT, a high-res screen dumper for the 80-column screen.

*A review of Russian Wyatt's "Quest for Adventure," a new commercial software title for the 128.

*Mouse80, a mouse driver for 80 column mode, and notes on its use with Control80, a utility in a previous issue.

*Sidewinder, a utility to print custom keyboard overlays.

*Quadra, a puzzle game.

*A murder mystery with annotations by the editor.

*Library printer used with the murder mystery. this also demos MAGNIPRINT.

*Stockbroker 128, a stock market simulation game from Australia.

To subscribe to Loadstar 128, call 1-318-221-8718.

CUGOS FOURPACK

Starting soon, members with 1581 drives can have software from the 64 and 128 libraries copied to 3.5-inch disks. The CUGOS fourpack is a 1581-format disk with four partitions. Each partition can be filled with a full side of your choice from either of the libraries, so you can have four 64 sides, four 128 sides, or any combination in between. The fourpack comes with a menu that lets you conveniently select the partition you want. It runs in 64 and 128 modes. In 128 mode, the menu uses the 40- or 80-column screen and jumps to 64 mode if you select a 64-mode partition. All this for \$7.

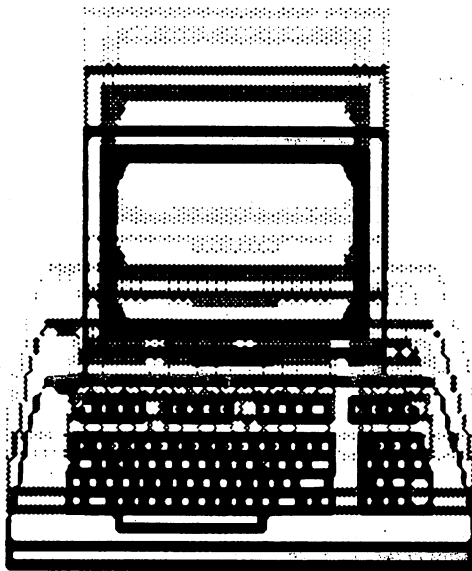
DISKMASTER An updated 128 diskmaster will be available to exchange at the 10/8 meeting. The update includes all titles in the 128 library through last month's Desterm128 2.00 (D0).

EDITORIAL EDDIES

This month my focus has been on the long awaited, little supported upgrade to the C64, the C128. As a 128 owner, I have been sinfully ignorant of the charms and capabilities of my machine. I prefer the keyboard, and tend to use simply it as a souped-up 64 (this mainly because I have yet to find an 80 column monitor! Anyone got a spare?!). So this month, I not only had to dredge up enough interesting articles about the 128, but to educate myself as to its intricacies...a task easily started but not so quickly completed. Meanwhile, a question kept nagging at me. Why, if the 128 was, as Loren Loyhaug once described it, the "mazerati" of personal computers, was it so shamefully neglected? Not only by Commodore (what's new?), but by software developers as well as users? NOT an easily answered question. In researching the 128, I found it very difficult to uncover even the barest of details with regards to the history of the 128. IN the majority of books I read regarding the history of microcomputers, the 128 was usually mentioned as Commodore's attempt at "topping" the C64 or a reference point in Jack Tramiel's career. Even in books specifically focused on the 128, the 64 mode was mentioned in glowing terms accompanied by comments regarding the huge amount of software available that could be RUN on the 128...in 64 Mode. One book on programming the 128 featured only 40 column programs -even the word processing programs. Another book, *The Skeptical consumer's guide to computers*, which describes almost every orphan computer in existence, had only this to about the 128, "there are just millions of C64's out there. There is software for every possible purpose, and most of it is cheaper than that for Apples or other competitors, and some of it is great stuff. Furthermore, since Commodore apparently ceased temporarily its witless floundering over a successor to the 64 with the announcement in 1985 of the Commodore 128 (Software compatible with the 64), there will be continued program development for the 64, for a few years, anyway."

The lack of Software developed specifically for the 128 seems to be one key to the lack of popularity of this "mazerati" of the pc world. Commodore's "Business is not a sport. It's a war" attitude another. Whatever the explanation, the 128 has it's base of solid supporters as well as those programmer's who remain dedicated to taking advantage of the outstanding qualities of this orphan. I hope that this issue provides you with a greater understanding of the 128 capabilities. If not, remember, there's always 64mode!

; -6
KymMc



COMMODORE 128 THE COMPUTER WITH MULTIPLE PERSONALITIES

DETACHING THE KEYBOARD FROM THE FLAT 128

by Russell Alderson

You can turn your flat 128 into a 128D-, i.e. a 128D minus the internal 1571 drive, by freeing the keyboard from within the case. The procedure is rather delicate, though, is not for the squeamish, and, to my knowledge, is not reversible. (Note: Irreversibility does not apply when procedure is performed on a soap opera.)

When you open your 128, you will find, 25 wires running from the soft underbelly of the keyboard to a db25 female connector at the front right of the motherboard. However, the pins on mine are higher-gauge (thinner) than pins on typical db25 connectors, and they are rectangular. Connectors with these attributes are very hard (if at all possible) to find.

Meanwhile, the keyboard is held under the lid by six screws. A braided ground strap runs from the front right corner of the keyboard to a screw at the front right corner of the motherboard. No idea yet what to do with this strap once the keyboard is detached; for the moment I have let mine just stick out.

At first I simply ran a ribbon cable between the keyboard connector and the motherboard connector. The larger pins of the connectors on the ribbon cable gave only sporadic connections at the motherboard. I could tell by noting patches of keys that did not register and consulting the 128 programmer reference guide, which shows the keyboard matrix.

So I next considered surgery.

First, I noted the arrangement of the keyboard wires. On the bottom of the keyboard, the wires are arranged in a neat row, with pin 1 emerging under the cursor-left key and pin 25 under the F3 key. I also noted that each wire has distinct markings: some are a solid color, and others have a black or white stripe.

Then, after much effort summoning the guts to proceed, I cut the wires. I carefully fed the cut ends into mating connectors like the ones I used to make the ribbon cable. These connectors required that the wires be arranged thus:

1 14 2 15 3 16 ... 24 12 25 13

with wire 1 on the pin-1 side of the connector, of course. I used the colors as a guide.

Now I was ready to hook up the ribbon cable and verify that the wiring was correct. So here I am, tapping out this article on a disembodied keyboard two meters away from the rest of my 128. There is still the ground strap to deal with as well as the gaping holes in the lid where the keyboard used to be.

Acknowledgments go to Bob Jennings,

TRUTH, RUMOUR, AND A MOMENT OF SILENCE

Q-LINK POWERS DOWN

Stone Mountain Users Group 9/94
Dear Members,

As you know, QLink was originally launched in November, 1985. In the years that followed you, as our loyal members, have helped us build a unique online community for the Commodore computer users. I want to thank each of you for your contribution, your support and your feedback over the years.

The computing industry has changed dramatically since those first days of online communications. Commodore ceased to produce Commodore brand computers in 1993. Sadly, the company has recently closed its doors entirely. The Commodore computer, once a leader in the industry, has been replaced by faster, more powerful systems. Many software vendors no longer support the Commodore operating system.

Now we find, with great regret, that we simply can no longer support the QLink service. It has become impossible for us to maintain the product up to a standard of quality that we can be proud of. Many of you, I'm sure, have noticed a diminished level of product quality in the last few months due to these technical limitations. Without technical support from the industry, we are not able to add new services, fix existing problems, or prevent new ones. Therefore we have made the sad decision to discontinue QLink as of November 1, 1994.

We would like to thank each of you for your long and continued support and, if at all possible, keep you as part of our online community.

If you now have the ability to use America Online (PC-DOS, Windows or Macintosh), we invite you to one of these other systems.

Lifetime memberships on QLink will be honored with America Online memberships. If you have a QLink Lifetime membership and would like to transfer that membership to a new America Online account, please follow these instructions:

1. Order your free AOL software kit by calling 1-800-827-6364.
2. After you register your new account, please contact our billing department through the keyword

BILLING or by calling 800-827-6364.

One of our customer service representatives will verify your new account information and convert your Lifetime Membership to your new account. Please note that you will need to choose a new screen name for your America Online membership. Screen names are not transferable.

Please note that your QLink account will automatically be cancelled on November 1, 1994. You must register a new America Online account by April 1, 1995 in order to maintain your Lifetime Membership status.

Sincerely, Steve Case

COMPUTE MAGAZINE SOLD CEASES PUBLICATION

CommoHawk 9/94

New York, Aug. 8, PRNewswire

The Ziff-Davis consumer Media Group today announced that it has acquired Compute magazine from General Media International (GMI), including its list of subscribers. The publication of Compute will cease after the monthly magazine's September 1994 issue, and compute subscribers will be offered the option of subscribing to Computer Life or FamilyPC, providing unexpected bonus circulation to the advertisers of both these new publications.

J. Scott Briggs, President of the Consumer Media Group and Publisher of Computer Life said, "Compute was the pioneering home computing publication - created when the market was smaller and much less complex. We are pleased to be able to carry its tradition forward with the cornerstones of the exploding new world of home computing, Computer Life and FamilyPC.

He added, "Today, no computer publication can survive trying to be all things to all people, which is why Ziff-Davis has created targeted consumer computing publications. Computer Life, aimed at individuals with a special interest in incorporating the PC into their personal lifestyles and Family PC, a joint venture with The Walt Disney company, focuses on the families of computer-oriented parents and their children. Compute subscribers will be able to select the magazine which address their specific interest."

(ED. Not bloody likely for a C=User, eh?)

"Compute was an ideal point of entry to the home computer market for us," according to Kathy Keeton, President and CEO of General Media. "For some time now we have been developing electronic media products to serve this market. Ziff-Davis was one of several companies that approached us to buy compute, and we decided to take advantage of current market conditions and sell the publications's assets to them and focus our attention in this segment on interactive media. Compute's readers will be well served by Ziff-Davis, which is now in a unique position to succeed in this field."

Founded by entrepreneur Robert Locke in 1979, Compute began as a newsletter which quickly evolved into a quarterly and then a monthly magazine focusing on the home computer market. It was acquired by Capital Cities/ABC in 1983 and then by GMI in 1990.

ALI AND GOULD INVESTIGATION?

(from CompuServe)

CommoHawk, 9/94

The issue of Ali and Gould, especially Ali, is far from settled. At the insistence of Commodore's American creditor's, the Bahamian liquidators have ordered an investigation of the role of Commodore management going back two to three years. It is possible there will be some liability, at least under the insurance that companies take out to cover for them the conduct of their directors and executives. I learned this Friday from Paul Adderly, the Bahamian lawyer for the liquidators. The investigation is being conducted by Deloitte Touche, the accounting firm. Presumably, more of the firms accountants are involved than just two who were name liquidators. (As has been mentioned, one of the Deloitte accountants, Wilson, has left the firm but is still working on the liquidation.)

- Dan Stets, Philadelphia Inquirer

EDITOR'S NOTE: My thanks to the excellent newsletter, The CommoHawk, for providing these updates and those found on page one. I had planned on a 10 page newsletter this month, with a lead story on the 128, but The Commo Hawk arrived the day before we went to print and I felt the news was more relevant and the news therein would not wait till next month. KMc

BOOTSTRAPS

by Rolf L. Miller

Reprinted from Civic 64/128,
May 1994

A bootstrap is a strip or loop of material attached to the top back of a boot to assist in pulling it on.

What has that to do with computers? Nothing, except that the antics of boot wearing folds long ago gave rise to the image of things, and people, getting the boot. Thus, in the early years of computer development, the technique used to kick computers into action came to be known as booting the computer.

When a computer is first tuned on, an operating system must be loaded and executed (booted) before anything else, like loading and running programs, can occur. This booting up process was accomplished in early machines by the computer reading and executing a small amount of code from the disk, which in turn loaded and executed the operating system. Since that little bit of initially read code helped the booting process get started, it became known as the bootstrap.

Most computer makers followed the bootstrap approach. Commodore, though, for some very good reasons at the time, chose to put their operating system on ROM chips within the computer rather than on disk. One advantage, which is still evident, is that instead of having to wait for the computer to boot up, Commodores initialize at turn on, ready to load and run programs immediately, including instant loading cartridge devices.

But times change. And it is a pretty good guess that Commodore misjudged the situation. During the early 80's, CP/M was the operating system of choice. And with the 64 several years old, Commodore introduced the 128. There is little doubt that Commodore hoped to capture the best of both worlds with this machine. It contained the capacity to operate in three different modes: 64, 128 and CP/M, using bootstrap initialization via its companion 1571 disk drive. Who knew that a new operating system, MS-DOS, would sweep onto the scene leaving CP/M and, thus, the 128 in its wake.

Consequently, the bootstrap

approach to computer operation remains a novelty to most Commodore users. After all, it's not needed. Just turn on the computer, LOAD and RUN. And, there's no question that simplicity played a large role in the continued production of the 64 for sale in this country into the 90's - the longest production run of any computer ever; and it is still being produced and sold overseas!

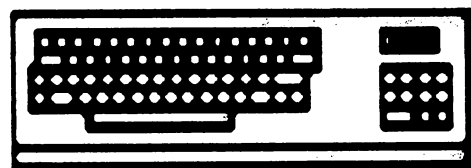
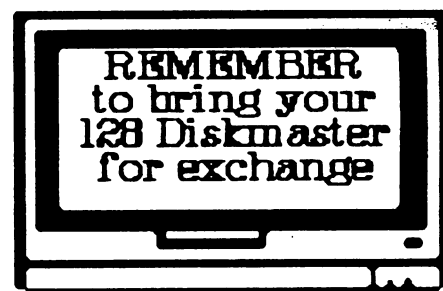
However, those who do use the bootstrap capabilities of the 128 know that it can be made to automatically load and run (autoboot) programs. Just turn on the drive, insert the disk containing the autobooting program, and turn on the computer. And while the 64 does not contain autobooting capacity, it can be added via EPROM's. It doesn't strain the brain, then, to imagine never having to type LOAD and RUN again.

Those who possess a 128, 1571, and 1571 TEST/DEMO disk can immediately experience a close encounter with that vision. That disk will autoboot its DOS SHELL program, which contains a menu function. Turn on the drive, insert the TEST/DEMO disk, turn on or reset the computer. When the DOS SHELL displays, press F1, select RUN A PROGRAM. A listing of the programs on the disk in the drive will display, from which a selection can be made. Any program can be made to autoboot. The 1571 TEST/DEMO disk contains a program called AUTOBOOT MAKER for creating autoboot disks. The SERVANT chip also has the capability. But, remember, this is not a 64 application. The reason being that the 128 contains a built-in routine which at turn on or reset instructs the drive to look at track one, sector zero of the disk to see if it contains autoboot instructions. That's why the drive does its ratcheting thing at turn on or reset. If autoboot instructions are found, they are read into the 128's disk boot memory page where they are executed. The 64 contains neither those built-in instruction or a disk boot memory page, although it's again noted that 64 autobooting can be accomplished using EPROM's.

If the 1571 TEST/DEMO disk or SERVANT chip is not possessed, the AUTOBOOT MAKER program is also on a disk called BEN'S UTILITIES in CIVIC's disk library. Otherwise, the following routine will suffice. It can be used on either a 1571 or 1541 drive connected to a 128. It is specifically designed to make a

bootstrap for autobooting a BASIC program. Type it in carefully, noting the placement of quote marks and semicolons. Save it under the name AUTOBOOTMAKERB. To use it, have the disk to be made autoboot already formatted and the BASIC program to be autoboot saved to it. If a 1571 is being used, format the disk in 1571 mode. Load AUTOBOOTMAKERB routine and edit line 10 to reflect the name of the BASIC program to be autobooted. Insert the disk with that BASIC program on it and RUN the AUTOBOOTMAKERB routine. If no errors occur, the task is complete. It's a good idea to then save AUTOBOOTMAKER to the disk. To see the BASIC program autoboot, turn off and on or reset. The disk can be used as any other and the BASIC program can be edited as long as its name isn't changed. However, if the disk is ever VALIDATED, load and run the AUTOBOOTMAKERB routine again to reestablish the bootstrap.

```
1 REM SAVE "AUTOBOOTMAKERB" 8
10 FS="PROGRAM NAME" L=LEN(FS)+15
20 NS=CHR$(0) OPEN 15.8.15:"UO>M1"
30 PRINT#15:"10" OPEN 8.8.8:"#"
40 PRINT#15:"B-P" 8.0
50 PRINT#8:"CBM"NSNSNSNSFSNSNS
60 PRINT#8:CHR$(162)CHR$(1)CHR$(160).
70 PRINT#8:CHR$(11)CHR$(76)CHR$(165).
80 PRINT#8:CHR$(175)"RUN"CHR$(34)FSNS
90 PRINT#15:"U2" 8.0.1.0
100 PRINT#15:"B-A" 0.1.0
110 AS=DSS PRINT AS
120 CLOSE:CLOSE15
```



**TELECOMMUNICATIONS SIG
MEETS
SUNDAY
OCTOBER 18
1120 N. CLAY, APT.
#1
2:00 P.M.**

THE CLIPPER

TIPS AND HINTS, 128 STYLE

*MESSAGE IN A BOTTLE - IN 128 MODE, 40 OR 80 COLUMN, ENTER "SYS32800,123,45,6" AND SEE ONE OF THOSE HIDDEN, HUMAN MESSAGES YOU'VE HEARD ABOUT LAWRENCE CHIN, TCCUG

*C128 AUTOBOOT DISABLE - ON A 128 OR 128D, HOLDING THE RUN/STOP KEY WHILE POWERING UP OR DOING A RESET WILL ENTER THE MONITOR. AUTOBOOT ON DRIVE 8 IS DISABLED UNTIL YOU EXIT THE MONITOR. LAWRENCE CHIN, TCCUG

*SLOW MODE-TION - TO VARY SPEED OF A PROGRAM LISTING IN 128 MODE, PRESS ESCAPE/A TO SELECT INSERT MODE YOUR LISTINGS WILL NOW SCROLL VERY S-L-O-W-L-Y UNTIL YOU HIT ESCAPE/C, RESET OR RUN/STOP-RESTORE, ALL OF WHICH WILL RETURN YOU TO

NORMAL SPEED. MSCUG

*NEW START - TO "COLD START" YOUR 64 OR 128 IN 64 MODE WITHOUT TURNING THE COMPUTER OFF, TYPE "SYS64738" WHENEVER THE CURSOR IS BLINKING ON THE 128 IN 128 MODE, "SYS16384" WILL WORK IN EITHER 40 OR 80 COLUMNS. MSCUG

*THE 40/80 SWITCH - TO SWITCH BETWEEN 40 AND 80 COLUMNS FROM WITHIN A PROGRAM, TYPE "SYS65375" AND PRESS THE RETURN KEY OR PRESS ESCAPE/X. MSCUG

*AUTO-LOAD AND RUN - YOU CAN AUTOMATICALLY LOAD AND RUN THE FIRST BASIC PROGRAM ON YOUR DISK. SIMPLY INSERT THE DISK INTO YOUR DRIVE AND PRESS SHIFT AND RUN/STOP SIMULTANEOUSLY. MSCUG

*METABASICALLY-USING THE 128 VERSION OF COMPUTE GAZETTE'S "METABASIC" CAUSES NONFATAL INTERFERENCE WHEN LISTING A PROGRAM TO DISK USING SOMETHING LIKE

OPEN,8,2,"FILE,S,W":CMD2: LIST AFTER PROPERLY CLOSING THE FILE, IT WON'T RETURN TO READY AS IT SHOULD. THE SOLUTION?DISABLE "METABASIC" AGAIN. KEITH KELLER, TCCUG

*64 MODE GLITCH - IF COMMERCIAL 64 SOFTWARE WILL NOT RUN ON YOUR 128 IN 64-MODE, TRY PUSHING THE CAPS/LOCK KEY BEFORE LOADING THE PROGRAM. UNLESS CAPS/LOCK IS PRESENT, MEMORY LOCATION 1 HOLDS A DIFFERENT VALUE THAN ON A REGULAR 64 OR 64C PROGRAM, CCC

*UNLOCKING LOCK-UP - TO RECOVER FROM A COMPUTER LOCK-UP ON THE 128 WITH YOUR PROGRAM STILL INTACT, HOLD STOP AND PRESS THE RESET BUTTON. YOU WILL COME UP IN THE

TRICKS OR TREATS?

ML MONITOR TYPE X AND PRESS RETURN PIXEL PAGES MPCUG

*RECOVERY - IF YOU ACCIDENTALLY ERASE THE PROGRAM YOU ARE WORKING ON (TYPE NEW), YOU CAN RECOVER OR UNEW ON THE 128, TYPE POKE7169,1:RENUMBER. PIXEL PAGES, MPCUG

*RGB MONITOR EXTENSION - THE RADIO SHACK # 270-1750 TEN FOOT JOYSTICK EXTENSION CABLE WORKS PERFECTLY AS AN EXTENSION 128'S RGB MONITOR. DAVID YEATCH, MICHIGAN

128 UPGRADES

FROM HERMAN YAN
COMMONHAWK JUNE 1994

YOU CAN TELL IF YOU HAVE AN OLDER VERSION OF THE C128 ROM BY PRESSING IN THE CAPS/LOCK KEY (NOT THE SHIFT/LOCK) AND TYPING SOME LETTERS. ALL THE LETTERS WILL COME OUT CAPITALS EXCEPT FOR THE LETTER Q, IF YOU HAVE THE OLD ROM.

THE COMPLETE UPGRADE OF THE 128 ROM'S INVOLVES REPLACING THREE ROM'S. JIFFYDOS ONLY GIVES YOU ONE OF THE THREE

ROM'S, THE KERNAL. IF YOU WANT THE COMPLETE UPGRADE, YOU STILL NEED THE OTHER TWO (BASIC LOW AND BASIC HIGH).

SINCE JIFFYDOS FIXES BUGS IN ONLY ONE OF THE ROM'S, THE "CAPS/LOCK Q"TEST IS ONLY A PARTIAL INDICATOR OF WHETHER YOU HAVE COMPLETE UPGRADE. HERE'S AN EASY WAY TO TEST FOR THE COMPLETE UPGRADE:

- 1.KERNAL ROM: TRY THE CAPS/LOCK Q TEST.
- 2.BASIC LOW ROM: IF IN THE POWERUP COPYRIGHT NOTICE, THE YEAR SAYS 1986, YOU HAVE THE NEW ROM.
- 3.BASIC HIGH ROM: TRY THIS COMMAND IN BASIC - PRINT2*15. IF YOU GET 32768.0001, YOU HAVE THE OLD ROM. IF YOU GET 32768, YOU HAVE THE NEW ROM

(SOURCE: "500 C-128 QUESTIONS ANSWERED"
VOYAGER MINDTOOLS, INC.

128D DEVICE NUMBER CHANGE

DAVE KROHNE, CCR

ONE PROBLEM FACED BY MANY 128D OWNERS IS THAT THEIR BUILT-IN 1571 IS SET TO DEVICE 8 WITH NO EASY WAY TO CHANGE IT TO DEVICE 9. THIS IS ESPECIALLY A PROBLEM FOR 1581 USERS WHO WANT TO BOOT AND LOAD PROGRAMS FROM THE 1581, AND FIND THEM DIFFICULT TO LOAD FROM DEVICE 9. SWAP#8/9 IS A SIMPLE BASIC PROGRAM THAT ALLOWS YOU TO CHANGE THE DEVICE NUMBER OF THE INTERNAL 1571 AUTOMATICALLY. IN FACT, IF YOU HAVE AN AUTOBOOT ON YOUR 1581, YOU CAN EVEN BOOT YOUR PROGRAM FROM A 1581. REMEMBER, TYPE THIS PROGRAM IN 128 MODE:

```
10 REM SWAP 8/9 BY DAVE KROHNE
30:
40 CO=8:ND=10:GOSUB100
50 CO=9:ND=8:GOSUB100
60 CO=10:ND=9:GOSUB100
70 OPEN15.8:PRINT#15:"10":CLOSE15
80 OPEN15.9:PRINT#15:"10":CLOSE15
90 PRINT"DEVICE NUMBERS ARE NOW
SWAPPED":END
100 OPEN15.CD:PRINT#15:"UD">
-CHR$(ND):CLOSE#15:RETURN
```

UPGRADE YOUR UDC CHIP TO 64K

Commodore Users Newsletter 1/93

The following text was taken from a Graphics Support Group Conference on UPGRADING YOUR 128's GRAPHICS CAPABILITIES, held 5/17/92. The discussion centered on the 64K UDC upgrade needed to access 80-column color graphics. 128D's have this Video Display Chip installed as Factory equipment; the "flat" C128 units benefit from upgrading.

SYSOPWP: For those wishing to change their own Video RAM chips: the ORIGINAL CHIPS, factory installed, are 4164 chips. There are two of these and they're 64K bit chips, 8K byte each, or 16K byte total. The recommended replacement chips are 4464 chips, containing 32K bytes of RAM each, for 64K bytes total. Keep this in mind when ordering the chips. Also, this information applies to the "flat" 128's (the one with the CPU in the keyboard). The 128D has the 64K Video RAM factory-installed so no upgrade is needed. Roger, do you have names/addresses for those who want to go the "do it yourself with chips" route?

SYSHELPRS: I have SSI's address, as well as some chip #'s that work if you buy the upgrade board sans chips, and intend on getting your own.

SYSOPWP: SSI lists it at \$49.95 with chips, no mention of an option without. Of course, isn't needed at all if one is willing to take the chance on unsoldering the original chips, replacing with sockets, and then plugging in the new RAM chips. My information lists replacing the 4164 UDC RAM chips with 4464 chips. Does that agree with your info?

SYSHELPRS: Yes; 150, 120 or 100 nano seconds. I also have some others listed by SSI.

SYSOPWP: Yes, although the 100 ns chips will work, they are more expensive and the higher speed will not be realized.

SYSHELPRS: The numbers also listed by SSI are: 41464, 41C464, 81464, 81C466, 44C64, 4064, 50464, 51C259, 53C466. I believe you can get these chips from: The Grapevine Group, 3 Chestnut St., Suffern, NY 10901, Orders: 800-292-7445

SYSOPWP: Ok, while those will work in most cases, I still recommend the 4464 chips. Another supplier who lists all three speeds for the 4464

chips: JDR Microdevices, 2233 Samaritan Drive, San Jose, CA 95124, Orders: 800-538-5000. Price for 4464 chips from JDR is: 100ns-\$1.99, 120ns-\$1.04, 150ns-\$1.59. A word to the wise though. These chips are listed as 64Kx1 for each chip, which might lead one to think that only one RAM chip is needed for upgrade. But the 64K in this case is 64K BITS. I still believe that the safest way for the upgrade is to use the module from SSI, even though it is more costly. No chance of soldering damage to the board and no chip compatibility problems.

SYSHELPRS: The upgrade from SSI makes it possible for anyone to install (provided they use reasonable care). SSI (SOFTWARE SUPPORT INTERNATIONAL), 2700 NE Andresen Rd., Suite A-10, Vancouver, WA 98661, Order: 800-356-1179. The catalogue number of the upgrade kit C00592, listed at \$49.95 + S/H. (EDITOR: Addresses and phone numbers are current, call for CURRENT availability and price info. KMC.) Want to give a "guided tour" of the steps needed to do an installation, Roger?

SYSHELPRS: Here is the procedure for installing the upgrade board from SSI: 1. First, make sure that you don't have a static charge. A little spark can wreak havoc on the computer. also detach all the cables, power cords, cartridges and peripherals from the computer.

2. Turn the computer over and remove the 6 screws that hold the case halves together. Slowly separate the halves of the computer and disconnect the electric lead to the power light.

3. Take notice that the brown lead is at the top of the plug.

4. Now disconnect the keyboard cable from the motherboard (purple wire is at the top).

5. Remove the screw holding the grounding strap in place. You should now be able to separate the halves of the case. You'll be looking at the RFI shield which covers most of the motherboard and has lots of holes in it.

6. Remove the six screws holding the RFI cover. There is a tab of the RFI cover soldered on the right side of the motherboard. Check to see if the solder is broken. If it isn't, you can do one of two things: a) carefully bend the tab so you can get under the RFI shield or b) unsolder this connection (I recommend this route).

7. Now you should be looking directly

at the circuitry of the motherboard. Towards the back, there is a small metal box. Remove the screw holding the cover to this box and take the cover off (the box is approximately 2x5 inches).

8. Inside this box, on the left, you should see the 8563 UDC chip. This chip has a small indent on one end. Make sure to note the position of this notch so you can properly re-install the upgrade.

9. Remove the 8563 chip and install it in the socket of the upgrade board. Make sure that the location of the indent is in the same place.

10. Now take the upgrade board and replace it in the socket you got the 8563 chip from. You may have to carefully bend some capacitors out of the way. Push it in nice and snug, and you are ready to close things up.

11. Take the cover to the little metal box and replace it. Because the board takes up a lot of space inside, only press on the right side of the cover - it is normal for the left side to not close completely.

12. Now, bend the RFI cover back down or re-solder the connection. Screw the RFI cover and the ground cable in place, re-plug the keyboard cable and power light feed wires. Assemble the 2 halves of the case and screw it together.

SYSOPWP: Thanks for that detailed account, Roger. Anyone who follows that should have NO trouble with installation!

SYSHELPRS: Now that we've finished the how, we'll mention some of the programs you can enjoy with this upgrade. You can use the regular 16 colors C= offers plus, with the 640x200 pixel resolution, you can dither yourself up to 256 shades! AND, if you really want to get into some graphics power, I PAINT in its interlaced mode can give you 3876 shades.

SYSOPWP: Some other programs that benefit from or must have the 64K RAM are: BASIC8, Newsmaker 128, Masterpaint, and Spectrum 128. A number of PD programs require it also. A good example is GDS.SFX GIF viewer converter program from MeEric. Without the upgrade, the higher resolution graphics modes work, but you run out of memory before you have a full screen! With the highest resolution (8x2), you won't even get 3/4 of a screen.

SYSHELPRS: But with the upgrade, you can have 2 screens of the highest resolution and still have room for the 16K screen you started with before you upgraded. If you are serious about 128 graphics, you will find the upgrade a worthwhile addition to your machine!

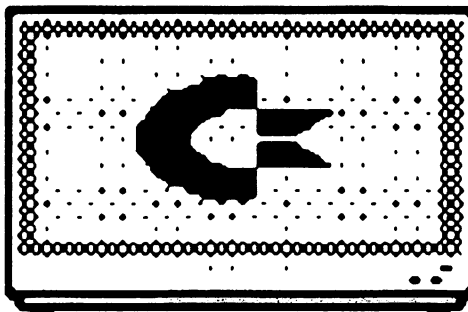
CGA FOR THE 128

RAY CARLSEN, WCCUG
HACKS APRIL 1994

AN APPARENTLY LITTLE KNOWN FACT ABOUT THE 128 IS THAT ITS 80 COLUMN MONITOR IS IDENTICAL TO THE OLD IBM "CGA" TYPE. A CGA MONITOR WILL PLUG DIRECTLY INTO THAT FUNNY LOOKING CONNECTOR ON THE BACK OF THE 128. IT IS A 9-PIN "D" TYPE WHICH CARRIES RGBI COMPONENT SIGNALS TO THE MONITOR. (ED. WHY DO I BRING THIS UP, YOU ASK?) IN THE MID-80'S, IBM PROGRESSED FROM CGA TO EGA(ENHANCED GRAPHICS ADAPTOR) TO THE PRESENT SUPER-VGA(VIDEO GRAPHICS ARRAY), LEAVING A LOT OF HARDWARE BEHIND ON THE SURPLUS PILE.

AS STATED BEFORE, A CGA MONITOR WORKS WITH THE 128. ON THE DOWNSIDE, IT DOESN'T DO 40 COLUMNS OR NTSC VIDEO (E.G. THE 1702). FORTUNATELY, BOTH TYPES OF MONITORS CAN BE CONNECTED TO THE COMPUTER SIMULTANEOUSLY SINCE THEY USE DIFFERENT CONNECTORS (WHEN YOU SWITCH BETWEEN 40 AND 80 COLUMNS, THE OTHER MONITOR WILL GO BLANK). MORE CGA MONITORS ARE SHOWING UP AS SURPLUS AND AT COMPUTER SWAP MEETS. IF YOU FIND SUCH A MONITOR (LOOK FOR THE 9-PIN MALE PLUG ON THE END OF THE HARD-WIRECABLE), ASK TO TEST IT BEFORE YOU BUY. ALTHOUGH WITHOUT THE COMPUTER, YOU WILL NOT GET A PICTURE, IT SHOULD PRODUCE A BRIGHT WHITE "RASTER" (BLANK WHITE SCREEN) WITHIN ABOUT 20 SECONDS. YOU MAY HAVE TO TURN UP THE BRIGHTNESS CONTROL-THERE ARE USUALLY TWO LEVEL-CONTROLS AND THEY ARE NOT ALWAYS MARKED CLEARLY. IF THE RASTER LOOKS DIM OR OUT OF FOCUS, OR IF IT TAKES SEVERAL MINUTES TO COME ON, THE PICTURE TUBE IS PROBABLY WEAK. IF THE SCREEN IS ALL ONE COLOR, EITHER

SOMEONE HAS "DIDDED" THE CONTROLS INSIDE OR THE MONITOR HAS A PROBLEM. YOU CAN EXPECT TO PAY \$50-\$70 FOR A CGA MONITOR IN GOOD CONDITION. IF YOU FIND ONE FOR \$5 AT A GARAGE SALE, DON'T LET THEM SEE YOU DROOL!



DUAL MONITORS C128 DUAL MONITOR MODE

COMMOMAWK JUNE 1994

THE 128 HAS TWO MONITOR OUTPUT PORTS, BOTH OF WHICH ARE ACTIVE IN ALL THREE OPERATING MODES, 128, 64, AND CP/M. ALSO, BOTH MONITORS ARE ADDRESSED INDEPENDENTLY. THIS MEANS, FOR EXAMPLE, THAT IN 128 MODE, TEXT COULD BE DIRECTED THE 80 COLUMN SCREEN WHILE THE 40 COLUMN SCREEN IS USED AS A SCRATCH PAD. OR, IN CP/M MODE, CONOUT COULD BE ASSIGNED 80COL AND LST 40COL. 64 MODE, HOWEVER, CAN BE TRICKY. YOU NEED AN 80 COLUMN CARTRIDGE THAT PROVIDES ITS OWN SCREEN RAM SUCH AS BATTERIES INCLUDED BI-80. IN THIS CASE, YOU PRINT TO ONE SCREEN AND POKE THE OTHER OR SYSXXXXX BACK AND FORTH LIKE USING ESC-X SEQUENCE IN 128 MODE.

A TYPICAL GAME APPLICATION WOULD BE THE DISPLAY OF PLAYING RULES, SCORES AND CURRENT "UP" PLAYER ON THE 80 COLUMN SCREEN WITH THE PLAYING "BOARD" ON THE 40 COLUMN SCREEN. OR A TERMINAL PROGRAM COULD DISPLAY THE CURRENT OPTIONS MENU OR BBS NUMBERS ON THE 40 COLUMN SIDE WHILE THE 80 COLUMN SIDE IS

USED FOR DATA TRANSMISSION. THE POSSIBILITIES ARE UNLIMITED.

IN MY SET-UP, I HAVE A COLOR MONITOR CONNECTED TO THE VIDEO PORT AND AN 80 COLUMN GREEN MONITOR ATTACHED TO THE RGB PORT. ACTUALLY, THE RGB PORT IS CABLED TO THE INPUT OF AA BI-80 CARTRIDGE AND THE OUTPUT OF THE BI-80 THEN GOES TO THE 80 COLUMN MONITOR. IN 64 MODE, I SWITCH THE BI-80 TO 80 COLUMN AND IN 128 AND CP/M MODES, I SWITCH THE BI-80 TO 40 COLUMNS (WHICH IS SIMPLY A PASS THROUGH).

IN 64 MODE, THE 40 COLUMN SCREEN RAM IS AT THE NORMAL ADDRESS WHILE THE BI-80 PUTS THE 80 COLUMN SCREEN AT DECIMAL 38912. EITHER SCREEN CAN BE POKED FROM THE OTHER SCREEN WHILE PRINTING THE CURRENT SCREEN. THIS IS ALSO TRUE OF 128 MODE EXCEPT THAT THE 80 COLUMN SCREEN IS ONLY ACCESSIBLE VIA 8563 VDC CHIP GATE AT \$D600/\$D601. SEE ABACUS' BOOKS ON 128 INTERNALS AND TRICKS AND TIPS. (THERE ARE TYPOGRAPHICAL ERRORS IN BOTH BOOKS).

IN CP/M MODE, YOU CAN USE THE DEVICE COMMAND TO ASSIGN EITHER SCREEN TO ALTERNATE DEVICE TYPES. ADDITIONALLY, THE 40 COLUMN SCREEN CAN BE "PAGED". THAT IS, USING THE MULTIPLE SCREEN TECHNIQUE, YOU CAN HAVE 80 COLUMN SCREEN AND SEVERAL DIFFERENT 40 COLUMN SCREENS SIMULTANEOUSLY. SEE ANY OF THE MANY BOOKS THAT DISCUSS THAT SUBJECT. OF COURSE, WHEN USING MORE THAN ONE SCREEN RAM LOCATION FOR THE 40 COLUMN SIDE, YOU MUST FORGET ABOUT HI-RES GRAPHICS. INCIDENTALLY, MULTIPLE 40 COLUMN SCREENS ARE ALSO POSSIBLE IN 128 MODE USING THE SAME TECHNIQUE.

WHAT MAKES THIS ALL POSSIBLE IS THE FACT THAT BOTH MONITOR PORTS ARE ACTIVE IN ALL THREE OPERATING MODES. EAT YOUR HEARTS OUT IBM, ATARI, ET AL.!

THE CLIPPER

1571 DRIVES

CRAIG BRUCE

REPRINT FROM FRONT RANGE
COMMODORE CLUB MARCH 1994

THE 1571 DRIVE IS DIFFERENT FROM THE 1541 IN THAT IT STORES DATA ON BOTH SIDES OF THE DISK, DOUBLING THE CAPACITY TO 350 KBYTES. THE 1571 ALSO SUPPORTS THE "FAST" SERIAL PROTOCOL WHICH WILL TRANSFER DATA FROM DISK AT UP TO 4200 BYTES/SEC, BUT ONLY WHEN USED WITH A C128. THE 1541 (AND 1571 USING THE "SLOW" SERIAL PROTOCOL) ONLY TRANSFERS DATA FROM DISK AT 400 BYTES/SEC TO A C64, UNLESS YOU HAVE SOME TYPE OF ACCELERATOR (SUCH AS JIFFY DOS - HIGHLY RECOMMENDED).

THE 1571 HAS AN INTERNAL TRANSFORMER. IT GETS A LITTLE WARM, BUT IS NOTHING TO WORRY ABOUT (UNLIKE TO 1541). IT ALSO HAS SWITCHES ON THE BACK THAT ALLOW YOU TO CHANGE ITS DEVICE NUMBER WITHOUT CRACKING OPEN THE CASE. THE 1571 IS ALSO ABLE TO READ MS-DOS AND CP/M DISKETTES (WHICH ARE IN MFM FORMAT). THERE ARE PROGRAMS AVAILABLE, AS BIG BLUE READER OR LITTLE RED READER (PLUG, PLUG), THAT ALLOW YOU THESE FOREIGN DISKS EASILY (LRR DOES NOT READ CP/M).

THE 1571 HAS A 2 MHZ MICROPROCESSOR, SO MANY INTERNAL OPERATIONS ARE A LITTLE FASTER. FORMATTING IS MUCH FASTER (ALTHOUGH THAT HAS NOTHING TO DO WITH PROCESSOR SPEED). THE 1541 HAS A 1 MHZ PROCESSOR. THE 1571 IS UPWARDLY COMPATIBLE WITH THE 1541, THEY CAN READ EACH OTHER'S DISKS (EXCEPT THAT THE 1541 CANNOT READ THE SECOND SIDE OF A 1571 DISK).

OTHER DRIVES THAT WORK WITH THE 64/128 ARE 1581, CMD FD-2000, AND CMD FD-4000.

1571 DRIVE MODES

BY DICK TRISSEL, CCCUG

REPRINT FROM CIVIC64/128
APRIL 1994

THE CONFUSION OVER WHICH MODE THE 1571 DRIVE IS IN AT ANY ONE TIME HAS CAUSED USERS TO CLOBBER DISKS. THE 1571 IS A TWO-HEADED DRIVE (WRITES ON BOTH SIDES WITHOUT "FLIPPING"), UNLIKE THE ONE-HEADED 1541. TO USE BOTH SIDES OF A DISK IN A 1541 DRIVE, WE CUT A NOTCH AND "FLIP" THE DISK OVER. IF YOU FORMAT A DISK ON A 1571 IN THE 1571 MODE AND THEN FLIP IT OVER, YOU WILL NOT BE ABLE TO WRITE ON THE "FLIPPED" SIDE. IF YOU FORMAT THE "FLIPPED" SIDE, YOU WILL LOSE THE 1571 SIDE, BUT THE FIRST SIDE STILL HAS THE BYTE SET FOR A TWO-SIDED 1571 DISK--TOTAL CONFUSION.

DISK	DRIVE CONDITION
	MODE
1541 ONE-SIDED	1541 NO PROBLEM
1541 FLIPPED	1541 NO PROBLEM
1541 ONE-SIDED	1571 NO PROBLEM
1541 FLIPPED	1571 DON'T FORMAT
1571 TWO-SIDED	1541 DON'T FLIP
1571 TWO-SIDED	1571 NO PROBLEM

HOW DO YOU KNOW WHICH MODE THE 1571 IS IN? THERE ARE SOME DEFAULTS AND SOME CONTROL IF THE COMPUTER IS IN THE C64 MODE WHEN THE DRIVE IS TURNED ON OR RESET HOLDING THE C= KEY DOWN, THE 1571 WILL BE IN THE 1541 MODE. IF THE COMPUTER IS IN THE C128 MODE WHEN THE DRIVE IS POWERED UP OR RESET, IT WILL BE IN THE 1571 MODE. IN OTHER WORDS, THE DRIVE SENSES WHAT MODE THE COMPUTER IS IN AND ADJUSTS ACCORDINGLY, BUT ONLY AT THE POWER TURN-ON OR RESET. IF YOU GO FROM THE C128 MODE TO THE C64 MODE WITH A G064 COMMAND, THE 1571 STAYS IN WHATEVER MODE IT WAS IN. YOU CAN FORCE THE DRIVE IN C EITHER MODE WITH THESE COMMANDS:

```
OPEN1,8,15,"UO>M1" CLOSE1 =  
1571 MODE  
OPEN1,8,15,"UO>M0" CLOSE1 =  
1541 MODE
```

SECOND SIDING

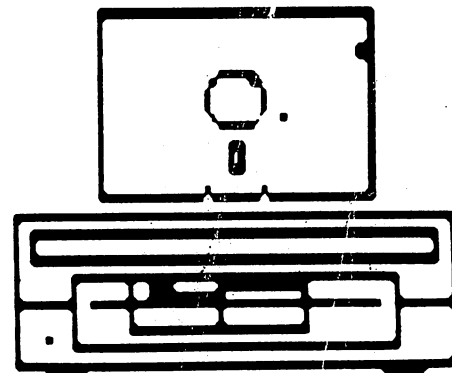
1541 TO 1571

BY DICK TRISSEL, CCCUG
REPRINT C=HUG GAZETTE
MAY 1994

THIS PROGRAM WILL MAKE A TWO-SIDED DISK FOR THE 1571 DISK OUT OF ONE-SIDED DISK (1541 OR 1571). OF COURSE, THIS CAN ONLY BE DONE WITH A 1571 DISK DRIVE, BUT WORKS WITH A C=64 OR 128.

THE BIG ADVANTAGE IS THE DISK CAN BE DOUBLE SIDED WITHOUT COPYING AND WITHOUT DISTURBING THE EXISTING FILES ON THE FIRST SIDE. AND IT'S FAST, UNLESS YOU HAVE A LOT OF BLOCKS USED ON THE FIRST SIDE (THE VALIDATE TAKES LONGER THEN). THE ORIGINAL PROGRAM WAS VERY LENGTHY BECAUSE IT HAD LOTS OF COMMENTS AND ERROR PROTECTION. THIS PROGRAM IS THE BARE ESSENTIALS WITHOUT THE ERROR CHECKS.

```
10 REM MAKES SIDE 2 ON 1571  
100DY=8:CLOSE1:OPEN1,  
DY=9:FOR DRIVES  
110PRINT#1,"M=W"+CHR$(172)  
CHR$(2)CHR$(1)CHR$(71)  
120PRINT#1,"M=E+CHR$(69)  
CHR$(164).CLOSE2:OPEN2,DY,2  
" "  
130PRINT#1,"U1120180" PRINT#  
1,"B-P 23" PRINT#2,CHR$(128)  
140PRINT#1,"U220180" PRINT#1  
,"10"160CLOSE2:PRINT#1,"V0"  
CLOSE1
```



SOMETHING EXCITING IS HAPPENING IN ST. LOUIS

The
Second

SATURDAY, OCT. 29th
GATEWAY COMPUTER SHOW

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11 - 6 p.m.

FEATURING:

- * DESKTOP PUBLISHING,
- * DESKTOP VIDEO,
- * ANIMATION, GRAPHICS

* CLASSES:

DPaint & Special Video Effects

Toaster Tips & Tricks

Desktop Publishing

ARexx for All of us

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* DOOR PRIZES

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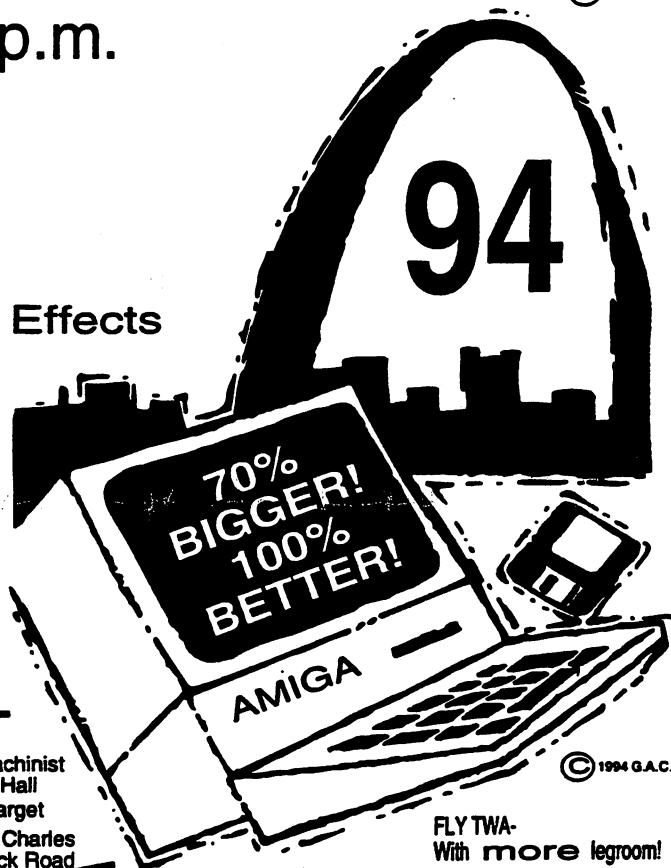
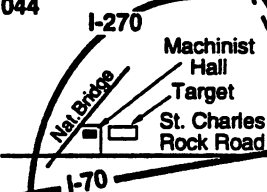
Cost: Admission is only \$5⁰⁰ at the door
Classes are only \$25⁰⁰ each.

Time: 11:00 - 6 p.m.

Date: Saturday - October 29th

Location: Machinist Hall, Bridgeton MO

Next to Target, near the intersection of
St. Charles Rock Road and Natural Bridge,
just northeast of the intersection of I-70 & I-270.



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Yes! Sign me up for the following classes & admission.

Classes offered include: class notes, disk of material, certificate & last approx 2 hours:

***ARexx for everyone** by Merrill Callaway Author of the "ARexx Cookbook", and writer of many articles on ARexx in Amiga Magazines. The programming language for everyone's use! \$25⁰⁰

***Toaster Tips & Tricks** by Greg Heifner As owner of Heifner Communications, Greg and his staff have done Toaster training for years. They also developed the Toaster Cozzy. \$25⁰⁰

***Using Deluxe Paint for Video Special Effects** by Brandt Dargue Instructor in computer graphics at McDonnell Douglas and at Ladue H.S. adult education in 3D graphics. Brandt owns of CompAni Videos and has been using and consulting on the Amiga since its inception. \$25⁰⁰

***Desktop Publishing with Dan Weiss** Author of many DTP articles in Amazing and other Amiga Magazines, and employed by Soft-Logik Publishing, makers of PageStream DTP. \$25⁰⁰

Admission Price if no classes purchased before Oct 1, 1994

Classes are \$25⁰⁰ each. Space is limited. Receive a free admission to the show for each course paid by October 1st. Please make check to Gateway Amiga Club, Inc. & mail to address above \$ 5⁰⁰

Total \$

Name: _____ Address: _____ City _____ State _____ Zip _____ Phone: (_____) _____

INSIDE THIS ISSUE

- *Commodore News
- *1571 Drive Tips
- *128 Tricks or Treats
- *128 Monitor Tips
- *128 VDC Upgrade
- *128 Detachable Keyboard
- *Officers Bear All!!

DAYS TO REMEMBER

October 8 CUGOS Meeting
October 10 Officers Meeting
Columbus Day
October 18 Telecom SIG
October 29 Gateway Computer
Show, St. Louis
October 31 Halloween

HAUNTING HALLOWEEN

COMMODORE USERS GROUP
OF SPRINGFIELD
PO Box 670 Springfield, MO 65801



Address Correction Requested

CHECK THIS SPACE!
If a box is checked,
it's time to RENEW
your membership!

- ☐ --Renew Today!!
☐ --Last Newsletter!

THE CLIPPER

NEWSLETTER OF THE COMMODORE USERS GROUP OF SPRINGFIELD

ISSUE 126

CUGOS

NOVEMBER 1994

COMMODORE NEWS

The Commodore hotline has changed to (603)924-2195. The reason? The toll free number was being tied up with over 100,000 calls and, as expected, some individuals abused the 800 service by calling several times a day.

Most sources agree that this mess will soon be settled and that Commodore UK is the prime buyer. but, there are still roadblocks in the way and nothing is yet settled.

Major components for A-1200 and CD-32 are being held in the Phillipines and will not be made available until after Christmas. Therefore, there would be no production until after Christmas. 4000's are not affected by this and could be in the supply pipeline before Christmas.

Here is the current status:

Commodore UK would be renamed to Amiga Ltd. in order to shed the do nothing Commodore image. A RISC based Amiga would go into development with planned sales to start in 1996. The AAA project is being dropped. There are also plans for a high end workstation which will be 20 to 30 times faster than a stock 4000.

FROM THE HOTLINE 10/08/94
The current status is to be settled October 15th, with the court to make an announcement on its decision shortly afterwards.

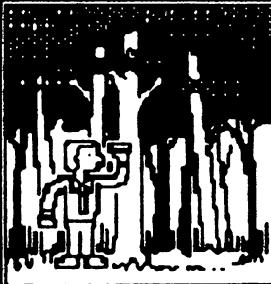
A third bidder, Commodore Germany along with Commodore Australia, has also joined in the bidding.

Current stocks Amiga 1200, Amiga 4000 and CD-32 are O. There are none left to sell period.

FROM THE HOTLINE 10/19/94

Although no new decision has been announced about the new owners of the Amiga,

this is what we've learned over the past several days. The trustees supervising the Commodore liquidation were to make their recommendations to the Bahamian Supreme Court by October 15th. It has been reported, but not confirmed, that they recommended the bid made by the former management team of Commodore UK, led by David Pleasance. Lawyers of the UK group and Commodore have supposedly been given till November 4th to work out the final details of the proposal. However, it has also been reported that there is a kind of stange twist to the bidding process. When the UK group's bid is thought completely finalized, the other two groups involved in the bidding, CEI of Florida and FComm of Germany will have one final chance to offer a higher bid. The UK group can also increase their bid at that time, if they wish. The reason for this, so we were told, is to satisfy Commodore creditors that every possible effort was made to bring the highest price for the company's assets.



IS THIS YOU??



YOU NEED
ART'S
HELPFUL
HINTS!

EDITORIAL EDDIES

Those of you who are long-time CUGOS members will remember the above graphic and the excellent articles by Art Voepel that accompanied it.

This issue was to be based on hints and tips and, when no hints/tips were submitted for print (you might say I was "clueless"! ;-), it seemed only logical to reprint some of the finer "...Helpful Hints" articles

for those of you who had never read them and for those of you who would enjoy an encore performance. I am grateful to Art for the fine articles he submitted during my previous editorial stint, as well as to Greg Rogers, another fine writer who is reprinted this month.

Please excuse my absence at recent meetings. My calendar has been full to overflowing but I hope to make it to the TelecommSIG this month and the Christmas Meeting. Until then, I remain, interactively yours,

KymMc

THE CLIPPER LOG

Minutes of CUGOS Meeting

CUGOS held its regular Monthly meeting October 8th, starting 10:00 AM at 2850 N Park.

President Jason Whitener introduced New Member Leo Sturgers from Ozark. Everyone gave him a hearty welcome. A hearty hand of Thanks was given to all the membership renewals, Ed Sullivan, Mona Tillman and Gail Ann Garrow.

Jason talked about his agenda for the day. Short business session, then back to the computers and fun. A FOR SALE table was set up, many members had Commodore equipment and Manuals for sale. Some brief reports from officers were given.

Tony Edwards talked about the disks release and mentioned that they would be shown on the different Computers which were set up.

Jason announced that the Telecommunication SIG would be at his address and invited those interested in getting on line to give him a call.

The meeting continued in a casual atmosphere until 12:15 PM Bill Patrick, Secretary

ED NOTE: There were NO other officer's articles submitted for print this month.

CUGOS

Commodore Users Group of Springfield

President	Jason Whitener
Vice President	Chuck Marino
Secretary	Bill Patrick
Treasurer	Larry Feters
Newsletter Editor	Kym McGarry
64 Librarian	Tony Edwards
128 Librarian	Russell Alderson
Commercial Librarian	Diane Durham
Magazine Librarian	Ellen Montgomery
BBS SYSOP	Larry Feters, II
Disk Duplicator	Larry Feters, II
Educator	Stan Spurgeon

The CUGOS Clipper

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**CUGOS, PO Box 607
Springfield, MO 65801**

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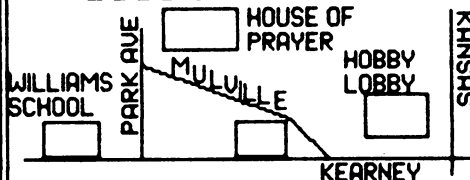
Why Join a User's Group?

The benefits of being a member of CUGOS, or any users group, include many things: the extensive software libraries, access on the club's bbs, a monthly newsletter, special interest groups, monthly meetings. But, by far, the biggest advantage of any users group is the support you will find there...both for yourself and your machine. Members range from fledgling computer owners to experienced machine language programmers, all contributing to support the club and it's members. No where else will you find a group of people eager to discuss, dissect and direct! Every Commodore User was a new user once...and many are eager to share the knowledge that they, or those they know, have gained. Solutions to problems with hardware, software, or peripherals is often simply a phone call away. Take a moment to consider membership in our group or your local group and discover what benefits you can reap! Remember, there are no dumb questions...only unasked ones!

CUGOS...

Making Commodore Owners Commodore Users

**CUGOS MEETINGS
are held the 2nd Saturday
of each month at the
House of Prayer Gym,
2850 N. Park Ave.**



Adventure Games

Suzi Edwards 935-4793

Beginner's Info

Jim Orr 753-3235

Diskmaster Info

Suzi Edwards 935-4793

GEOS

Kym McGarry 864-8395

Hardware Problems

Charles Dailey 831-9498

Home/Business Applications Needed

Programming Information

Mike Rickman 678-0533

Beginner's Programming

Mike Rickman 678-0533

Desktop Publishing

Kym McGarry 864-8395

Telecommunications

Jason Whitener 863-9102

Using Your 64

Ernie Trisler 869-9345

Using Your 128

Charles Griffin 882-9658

OFFICERS

Jason Whitener	863-9102
Chuck Marino	833-0133
Bill Patrick	882-3866
Larry Feters, Sr.	865-0590
Kym McGarry	864-8395
Tony Edwards	935-4793
Russell Alderson	869-0829
Larry Feters, II	866-6198
Diane Durham	831-3687
Ellen Montgomery	654-2798
Stan Spurgeon	889-9819

Please be considerate in making your calls. The best hours to call are between 6pm and 10pm.

COMMODORE USERS GROUP OF SPRINGFIELD MEMBERSHIP APPLICATION

NAME _____ ADDRESS _____

CITY _____ STATE _____ ZIP _____ PHONE _____

Where did you hear of CUGOS? _____

What type of computers and peripherals do you own (if any)? _____

What are your main interests as a computer user? _____

Do you have a special interest in any of the following? (Check all that apply)

() Telecommunications/modems () Wordprocessing () Programming () Gaming () Desktop Publishing

Membership dues are \$15 per year with a one-time registration fee of \$5. Meetings are held the monthly. Call 882-3866 for details. To become a member, mail this form with your hard earned \$\$\$ to CUGOS, PO Box 607, Springfield, MO 65801

C64/128 HARDWARE

by Harry Blake-Knox
Canadian C-Columnist
PART 1 OF 4

It's always great to receive complimentary letters from readers of this column, like the one I got from President Reid C. Swenson, Computer Bargain Store, which included many tips on getting the very best out of your C64 and C128 equipment and peripherals (all of which I've covered during almost 15 years of churning out close to 780 weekly columns!) Incidentally, Reid attached a succinct heart-warming note to his "goodies": "Feel free to reprint any of these materials".

Because reiterating past items can be of great value to some of you who've missed any of my columns, Reid's comments, together with some of my own expansion on them (which are enclosed in brackets), are still VERY valid:

1. Since all disk drives have a tendency to overheat, it is a good idea to keep them off place or provide heat dissipation by using a fan or special heat sink. (As fans actually ONLY move but don't cool air, their motors do get very hot. This results in their pushing out very warm air, therefore they should be placed at the REAR of your drives so that they are pulling the air AWAY from the drives and the cooler room air THROUGH the drives).

2. Buy a "spike" voltage plug-in to keep abnormal alternating current (AC) power fluctuations from damaging your equipment (ED NOTE: Also know as power strips or surge protectors). Low in cost, it's a terrific investment! (At all times leave your hardware switches in the ON position as they're the first thing thing to malfunction, burning out

interior fuses and occasionally causing more extreme damage. Plug and unplug all hardware at your spike control panel which handles 6 or more units, depending on size!)

3. Avoid using equipment around "static producing" floor covering unless spraying twice weekly with STATIC GUARD from Alberto-Culver Co. (If you don't feel a very mild "tingle" when walking in, seating yourself and touching your equipment, your floor covering's OK!)

4. Avoid placing your equipment on carpet or lap. Use only on hard flat surface for proper ventilation.

5. Treat your equipment with respect. (Amen! That is what this is all about. Right?).

6. Handle disks properly by not bending them, touching disk surface, getting them dusty or exposing them to magnetic fields. (First: before inserting or removing disks, be sure your drive is ON! Second: there is an existing mathematic formula with a ratio factor that reduces possibilities of disk harm from magnetic fields to an almost non-existing concern!)

7. Always turn all power off whenever plugging or unplugging any device or cartridge. (This, of course, is the major benefit of using that surge protector!)

8. Don't stack books, papers or other items on top of or right next to your computer equipment (Editorial blush). Your equipment needs lots of air circulation to keep cool, also such items can also fall onto equipment or cause printer paper, such as this, to get jammmed. (Plus: you'd never be able to read this!)

9. Keep dust, food, beverages and pets away from equipment or use protective covers

(Enough said!)

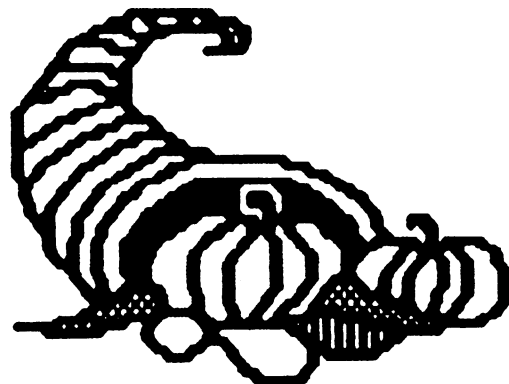
10. Don't let children under the age of 10 operate equipment without supervision. (You'll find such kids are more adept at playing joystick-operated games than you!) (ED note: I say, buy 'em their own computer...works for me!)

Copyright by Harry Blake-Knox. This article may not be reprinted without the express permission of the author.

Harry Blake-Knox is a long-time author of columns for and about the C-64 and C-128 machines. He has collected some of his best columns on disk which can be purchased. In addition, he also has compiled several disks of music and public domain software. For more information on these, write:

**Harry Blake-Knox
Box 1
Grand Beach, MAN.
Canada, R0E 0T0**

My thank for his permission to print this article and the compliment he paid our club in reprinting Art Voepel's article, "Computer Bedtime Story".



**CUGOS
provides a
COMPREHENSIVE
of
public domain programs
ASK YOUR DISK
LIBRARIAN
FOR MORE DETAILS**

TEMPORARY WRITE PROTECT:

Have you ever wanted to temporarily write protect your disks? Well what do you do? I used to put write protect tabs over the write protect notch, use the disks, then remove the tabs. This works, but some of those tabs were not so easy to get back off, and in the process I ruined most of the tabs, not to mention the time it took.

Now instead, I use a simple overlay that I cut from a disk sleeve. Here's how. Take an empty disk sleeve and in the bottom corner measure over $3/4$ of an inch and make a mark. Then measure up from that mark $1/4$ of an inch and draw a line parallel with the outer edge of the disk to that mark. Now measure up the side of the disk $2/4$ of an inch and make a mark. Now connect that mark with the mark $1/4$ inches up and $3/4$ of an inch over from the edge. This will give you the shape you need. Cut it out on the lines you have drawn and you have the aid you need. Now when you want to temporarily write protect your disks, simply slip this aid over the corner of the disk and put it into your drive. It will cover the write protect notch so that you can't write to your disk. Then when you remove the disk, just take it off and use it on the next disk you want to write protect.

I made mine from heavy stiff sleeves, so that they would be more durable. They work fine on my latch door 1571 and 1541. However if you have a "pop" door 1541 you may have to use thinner sleeves.

This is what it should look like!



Permanent Disk Protection

Have you ever had a disk that you wanted to protect from permanently being written over? Here is a way to do just that. However, **beware**. The only recovery is to **reformat the disk**. For this reason, making a back-up of the disk that can still be written to is highly recommended. Also, I would not use this program on commercial programs that are copy protected. If you want to use this program on your commercial programs then make a working copy of your commercial program and use this program to write protect it. Then load and run your write protected back-up copy to make sure it works.

Byte 02 (the third byte) of track 18, sector 0, normally contains hex \$41 (ascii "A"). This indicates a 1010 format. By changing this byte to hex \$01 any attempt to write to disk will fail. The reason is that hex \$01 codes for a 2010 format, which is read, but not write, compatible with the 1010 format. The following program will do the trick but, again, **be careful**.

```

J=CURSOR RIGHT
Q=CURSOR DOWN (when not in a word)
10 REM PERMANENT WRITE PROTECT PROGRAM
20 PRINTCHR$(147):POKE$3280.0:
   POKE$3281.1:POKE$46.2:
   PRINT:PRINT
30 PRINT"||WOULD YOU LIKE TO
   PERMANENTLY WRITE":PRINT
40 PRINT"||PROTECT YOUR DISK? BE
   AWARE THAT IF":PRINT
50 PRINT"||YOU ANSWER YES TO
   THIS QUESTION YOU":PRINT
60 PRINT"||WILL NOT BE ABLE TO
   WRITE TO YOUR":PRINT
70 PRINT"||DISK EVER AND THE
   ONLY RECOVERY IS":PRINT
80 PRINT"||TO REFORMAT YOUR
   DISK! (FOR DRIVE 8)":PRINT:
   PRINT
90 INPUT"|||(Y)es or (N)o ?":AS
100 IF AS="N" THEN GOTO 200
    
```

```

110 IF AS="Y" THEN GOTO 30
120 OPEN 15.8.15:"I"OPEN 8.8.8:"*":
130 PRINT*15."UA:8.0.18.0"
140 PRINT*15."B-P:8.2":
   PRINT*8CHR$(1):
150 PRINT*15."UB:8.0.18.0"
160 PRINT*15."I":CLOSE 8:CLOSE 15:
   GOTO 300
200 PRINTCHR$(147):
   PRINT"|||PROGRAM
   TERMINATED! REMOVE YOUR DISK."
210 PRINT*:GOTO 320
300 PRINTCHR$(147):
   PRINT"|||PROGRAM
   YOUR DISK IS NOW PERMANENTLY"
310 PRINT"|||)WRITE
   PROTECTED":PRINT
320 PRINT"|||)TYPE RUN TO RUN
   THIS PROGRAM":END
    
```

Art Voepel

DIRECTORY PRINTER: If you'd like to have a printout of your directories this will do the trick for you. In immediate mode just type: LOAD"\$":(RETURN) OPEN 4.4:CMD4:LIST (RETURN)

When your directory is finished printing out type: PRINT*:CLOSE4 (RETURN)

One note of caution here. Do not use ?* as an abbreviation because it won't work. The proper abbreviation for PRINT* is P shifted R.

SUBROUTINE LIBRARY: If you like to write your own programs a good idea is to have a subroutine library. Find all the helpful subroutines you can from books, magazines, P-D programs, etc., and save them to a library disk. Be sure to label them when you save them to disk with an explanation of what they do. Also include an append or merge program, so you can add these to your programs. Then use a program to alphabetize your directory to make it easy to find what you want. When writing a program, simply copy the subroutines you need in the program from your subroutine library! Art Voepel

ART'S HELPFUL 128 HINTS

Art Voepel

The Commodore 128 computer, as I have said before, is probably the most powerful and versatile 8 bit computer ever made. Many of its features however are rarely used.

Key Commands: A useful feature of the 128 is the KEY command. This is a BASIC command that can be used in immediate or program modes. This command allows you to reassign the function keys to suit your needs.

These features can be used separately or together. Let's say that you find certain escape key functions that you like and use very often but you don't particularly care about pressing two keys to activate it. Also lets say that two of these escape functions that you like are the functions that sets windows. Here is a way to assign these escape functions to the function keys F5 and F7. Write a small program such as below and save it to disk with the name KEY-1. or KEY-2. or something similar to that.

```
10 KEY-5. CHR$(27)+"T": REM
SETS UPPER LEFT CORNER OF
WINDOW
```

```
20 KEY-7. CHR$(27)+"B": REM
SETS LOWER RIGHT CORNER OF
WINDOW
```

For those of you that are wondering what CHR\$(27) is, it is ASCII for the escape code which is the code sent by pressing the escape key.

By using this method very elaborate escape key combinations can be assigned to the function keys. After saving your program to

disk all you need to do to reassign these functions to the function keys is to run your little program before you start a session with your computer and PRESTO there's your handy-dandy functions that you like so much only a keystroke away!

Here's a neat little trick for 128 owners I found in the August 1988 newsletter from A Bakersfield Area Commodore Users Society. No author was named.

Dual Directories on the C-128: can be achieved by using the following procedure. First insert a disk in your drive that you want to run a directory on. Now clear the screen by pressing the Shift and Clear Home keys together. Now hit F3 to run a directory just as you normally would. Now Home the cursor by hitting the Clear Home key. Now hit your Tab key five times to move over the cursor. Now hit the Escape key once and then hit the T key. Now once again hit the Clear Home key. Now press F3 and you will see the identical directory next to your first directory. This trick could be very handy for comparing directories.

C-128 TIPS

CCCC, INC. JUNE 1987

From the Concord Users Group
Concord, NH

Non-Destructive Reset: Here is a way to reset the 128 and not lose your program. Hold down the RUN/STOP key and press the reset button. Release the reset button, but continue to hold down the RUN/STOP key. The computer will come up in the Machine language Monitor mode. Then just type X and RETURN. Clear the screen, LIST (F7), and the program will return. However, this procedure will disable 'Partner 128.' Partner

will only become active if the computer is shut off and on again.

Y0/80 Display Switching: Rather than use the CONTROL + X method of switching from Y0 to 80 column mode or vice versa, try this easier method. Set the Y0/80 DISPLAY key to whatever mode you wish to go to and then hold down the RUN/STOP key and press the RESTORE key. The display will shift.

CCCC AUGUST 1987

From The ECCO Line, El Cajon, CA
Reprinted COM-LINE, Chula Vista, CA

FOUR TIPS FOR THE C-128

C-128 Monitor Printouts: The built-in monitor is a great help to those who dabble in machine language, but it lacks any commands to redirect its output to the printer. Here is a foolproof procedure. In direct mode enter:

```
OPEN 4:4:CMD4:MONITOR
```

When you press RETURN, you will be in the monitor, and all output will go to the printer. To discontinue printing, just enter X and press RETURN. You'll instantly go back to BASIC, with the printer completely off-line. By George Gilbert.

C-128 Monitor and Resets: It doesn't say so in the manual, but when resetting the C-128, you can go directly to the monitor simply by holding down the RUN/STOP key as you press the reset button. You can use this if your BASIC program crashes in a seemingly unrecoverable way. To recover harmlessly from the crash, press RUN/STOP and push the reset button. When the monitor prompt appears, type and X and press RETURN. The machine will return to BASIC with your program still intact. By Anna Mae Hertzler.

Continued Next Page

Pausing C-128 Graphics: It's sometimes desirable to pause the creation of a high resolution graphics in mid-program, especially when developing software. My trick for this is to turn on the trace option (by entering TRON) before running the program. With this option enabled, you can pause the creation of the high res screen simply by pressing the NO SCROLL key. By J. C. Bollmer.

C-128 NUMBERING INFO

From MCCC NEWS, TX

The C-128 has lots of fine features, and I discover more of them every time I open another book on this computer.

If you're working on a program and need to know one of the equivalents for a decimal number, all you have to do is SHIFT F8 to bring up the Machine Language monitor and type the number you need to know. The number must be preceded by one of the following signs to identify the system: + Decimal, \$Hex, & Octal, and % Binary.

For instance, type +100 and the computer prints all four like this:

```
+100 (your number)
$0064
+100
&177
%1100100
```

It is done without disturbing the program you were working on. Just type X and RETURN. The computer goes back to BASIC and says READY. LIST will take you back to the program you were working on.

ASSORTED TIPS AND TRICKS

FROM GREG ROGERS...

A LITTLE KNOWN COMMAND THAT IS VERY USEFUL IS THE VALIDATE COMMAND. IF YOU ARE HAVING PROBLEMS WITH A DISK, YOU CAN USE THE VALIDATE COMMAND ON IT. AND IT CAN FIND A FILE WITH ERRORS IN IT, AS WELL AS REMOVE 'SPLAT' FILES FROM THE DISK. THE WAY THAT YOU USE THE COMMAND IS FROM DIRECT MODE. IF YOU ARE USING A PROGRAM THAT ACCOMMODATES DISK COMMANDS, YOU CAN SIMPLY ENTER THE LETTER V AS A DISK COMMAND.

FROM DIRECT MODE ON A C-64:

```
OPEN 1,5,8,1,5,"V"CL02,1,5
```

FROM DIRECT MODE ON A C-128, IT'S A BIT EASIER. JUST TYPE THE WORD *COLLECT*. THIS WILL OPERATE ON DRIVE *8. IF YOU WANT TO DO THIS ON ANOTHER DRIVE, JUST SUBSTITUTE THE DRIVE NUMBER FOR THE NUMBER 8 IN THE C-64 COMMAND. OR TYPE *COLLECT,11** IN 128 MODE. THE * SIGN BEING WHERE YOU SHOULD PLACE THE DRIVE NUMBER.

ANOTHER USEFUL, BUT LITTLE USED DISK COMMAND IS THE INITIALIZE COMMAND. YOU CAN USE THIS IN THE SAME WAY AS THE VALIDATE COMMAND ON A C-64. JUST SUBSTITUTE THE LETTER I FOR THE LETTER V IN THE ABOVE COMMAND. IF YOUR DRIVE HEAD GETS "LOST", THIS WILL SOMETIMES HELP THE DRIVE FIND ITSELF. AS IT INSTRUCTS THE DISK DRIVE TO REREAD THE DIRECTORY TRACK. EVEN THOUGH YOU MIGHT BE GETTING A "DRIVE NOT READY" ERROR. IT CAN USUALLY FIND THE DIRECTORY. IN C-128 BASIC DIRECT MODE, ALL THAT YOU HAVE TO DO IS TYPE DCLEAR.

FROM SYNTAX ERROR VIA VENTURA...

Programming error? If you need to delete a block of lines on your VIC 20 or C-64, type: POKE 774,0 and press RETURN. The LIST command will now list only the line numbers. List the block of lines you wish to delete, move the cursor to the first line number that you want to remove, and press RETURN to delete that line.

Repeat the list and return sequence until all the lines in the block that you want deleted are covered. Finished? Be sure to type POKE 774,25 and press RETURN to restore normal listing.

FLASH any PRINT statement in C-128 mode by adding a CHR\$(15) between the PRINT and the quotation mark.

STAR printers tip: When you are defining your own characters - custom characters - you must be sure that DIP switch *5 is OFF. Turn the printer off, push DIP switch *5 to the off position, and then turn the printer back on.

Quick Sequential File Reader: SCUG 5/83 Want to read a sequential file in a hurry? Don't want to bother loading your word processor or file reader utility? Here is a quick four line basic 7.0 program that will do the trick. You can use the no-scroll key on your keyboard to pause as you read.

```
10 TRAP #0
20 INPUT "FILENAME" $F$
30 DOPEN *2, $F$
40 DO UNTIL ST-GET=2:AS$PRINTAS:
LOOP
50 printDS$;"DS$DCLOSE
```

Disabling the Stop and Restore keys: Terrier Twins, Alton IL

On the 64, POKE 808,225 will disable the Stop and Restore keys, separately or in combination. POKE 808,237 will enable them again.

On the 128, POKE 808,103 disables stop and restore, while POKE 808,110 enables them again.

Splatted Files: A splatted file on a disk, indicated by an asterisk next to the file type in the directory, tells you that the file was never closed properly. This usually happens when a file is saved to disk that does not have enough blocks free to record your file.

It is good practice to remove this file from your disk, but beware. DO NOT SCRATCH the file using the SCRATCH command (OPEN 15. 8. 15. "SO:FILENAME": CLOSE 15) as this will surely corrupt the B.A.M.!! You may safely remove this type of file by using the VALIDATE command (OPEN 15.8.15. "V": CLOSE 15).

However if you don't want to lose the data from the splatted file, you can recover that portion of the file by using this command (OPEN 2.8.2. "FILENAME".S.M.8 for a sequential file and OPEN 2.8.2."FILENAME".P.M.8 for a program file). Using these commands the file can be read into RAM and stored.

However, as with most things in life, it's not quite that simple!! There's a problem here. Because the last sector that was written to the disk contains an erroneous forward tract and sector pointer you will have to display the incoming data bytes and watch them carefully. Your program to read these bytes should have an embedded breakpoint so you can stop the read when you believe your last data bytes have been read. The reason for all this is because the disk drive never encounters the last sector byte or the byte count byte so it simply goes on its merry way into never never land. Now, when you think that you have captured all your data bytes, rewrite them back to another disk.

If the file you are trying to recover is a program file, you are only part of the way along on your recovery, you'll also have to restore the

internal BASIC links. So here we go again!! Now you will need a program that will edit tracks & sectors. Club disk UL(Inside DOS) has just the programs you need plus many other fine utilities. With weapon in hand we ATTACK! Insert "Inside DOS" into your drive and load the program FIND A CHAIN. This program will tell you where your file resides in the directory and on the disk. Note where the track and sector of your file is on your DISK. Now load and run the program DISPLAY A CHAIN from club disk UL. When prompted to input a track and sector, input the track and sector you obtained in the previous step. This program will chain through all the forward track and sectors on the disk from the entry point until an error is encountered. Make a note of the last errorless track and sector displayed. Now load and run EDIT TRACK AND SECTOR from club disk UL. When prompted to input track and sector, input the track and sector you obtained from the DISPLAY A CHAIN. The starting byte is always 00. Change the first two bytes to 00 and FF respectively, then rewrite the sector when prompted to do so. Now use the same program (EDIT TRACK AND SECTOR) to call up the sector that was just written. You need to look at both half-pages of the block. Look for the last 00 byte in the page. Change the two bytes that immediately follow it to a 00 and 00. Make note of the position of the last byte edited in HEX. Now, if you are in the second half of the block, rewrite the sector then go back to the first half. Now you need to change the forward sector pointer to the HEX position of the last 00 byte you changed. Rewrite the sector once again. You should now be able to load, list and edit the program. If the file you recovered was a SEQ file, your recovered data should be intact without all the fun and games necessary for a program file.

Art Voepel

Disk Commentary: Here's an interesting trick you can use when saving programs. If you use a short name then a shifted space, you can include a short comment - as long as the program name, the shifted space, and the comment are 16 or fewer spaces. When you list the directory, the program name will be enclosed in quotes, followed by the comment. To load the program, only the program name needs to be included in the loading string. You could use this trick for other things, i.e. in saving a program you would like to call home inventory you could type.

SAVE "H (shiftedspace)

HOME INVENTORY".8.

The directory would show an H in quotes, followed by HOME INVENTORY, and you could load the program by simply typing the "H" in the loading string. You can have more than one program with the same name, ("H") as long as what comes after the shifted space is different. The computer will always load the first one on the disk, unless you specify another program by it's full name in, for example:

"H(shiftedspace)OTHERPROGRAM".

If you wanted to save another program that started with "H" such as, "HOUSEMOR" you could type,

SAVE"H0(shiftedspace)HOUSEMOR"

You could now load this program by simply typing, **LOAD"H0".8.**

Disk Storage: Inexpensive disk storage boxes can be made by using the plastic boxes that ATTENDS disposable washcloths are sold in. They are made with a very durable plastic and have a hinged lid that fits good and tight. The boxes will hold 50 5 1/4 in. disks with room to spare, and are dust and waterproof. If you know someone that works in a hospital or nursing home you may be able to get some for free, or purchase the product, use it, then keep the box for your diskettes.

Art Voepel

DISK DRIVES AND LOST FILES

Have you ever tried to load a program or bring up a directory only to have your computer respond with the infamous, FILE NOT FOUND. After numerous tries you pull the disk from the drive, look at it in disbelief, the fear of having lost a \$10.00 program coming over you. How can this be, you think to yourself. Maybe something is wrong with the drive, so you fumble for another program that you used just the other day and put it into the drive.

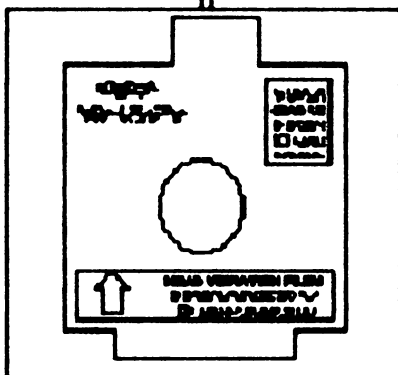
You type in the proper load command and hit return but back comes the message:

FILE NOT FOUND
error. You try another two or three disks but the same thing happens:

FILE NOT FOUND

By this time you realize that either every program in your software library has somehow vanished, or that your disk drive has bit the dirt.

Finding it very hard to believe that your software library went to never ever land for no apparent reason, you concede your disk drive is the problem. At this point I would have to say that you are probably right. So disconnect your drive and go find the box that it came in. Now find that piece of cardboard that was in your drive when you bought it. You did save it didn't you? It looks like the picture above. This is very important because it keeps your drives head from moving around during shipping. If you can't find yours, get one from a friend or club member and trace it on similar cardboard and cut it out. Now insert this cardboard protector in your drive and close the door (ED NOTE: Regular disks will NOT work!).



Put your drive into the box and you are ready to send it off. **STOP! STOP!** Don't send it off until you try my little trick.

Now I figure it is, if President Reagan can use astrology to make his decisions we surely can use a little black magic! (ED Note: This statement sort of dates the article, eh?) Now are you ready for this? With the disk drive in the original box, place it on a table in front of you and wave your right hand over the top of the box and say in a loud and commanding voice:

**"FOCUS FOCUS
MY DISK DRIVE
HAS BROCUS.
FILE NOT FOUND
IS ALL
THAT'S AROUND.
PLEASE CAST A
SPELL TO MAKE
IT ALL WELL."**

Now tap the top of the box three times and that should do it! Now carefully remove the drive from the box and take out the cardboard protector. Reconnect the drive to your computer and insert your program disk. Type in the proper load command and hit return. **Eureka It Works!**

P.S. What really fixed your drive was the cardboard protector. It will move the head all the way back to it's stop. Sometimes the head can get stuck in a position where disk commands will not get it to move resulting in a File Not Found error. Physically moving the head is the only way to do it.

ART VOEPEL

Red Lights and Errors

Although you won't find this information in your 1541 documentation, if the red light on your drive stays on after your drive has stopped running you have an open file. This can sometimes happen when working with disk files. Leaving the file open can, and most likely will, corrupt it on the disk, therefore you must close it. The following command will do the trick for you. In immediate mode type:

OPEN 15.0.15: CLOSE 15

Another problem you can have is a flashing red light. This tells you that some type of error has occurred. While the light is flashing type in this one line program and run it:

**DOOPEN 15.0.15: INPUT=15.A.B.S.C.D:
PRINT A.B.S.C.D: CLOSE 15: END**

The red light will go out and error numbers will appear on the screen. Check in your 1541 or 1571 user's manual to find out what they mean. Be sure to include the program line number because the INPUT* command will only work from inside a program. ART VOEPEL

EUGOS GRAPHICS COLLECTION

If you use The Print Shop, Printmaster, or GEOS (and who doesn't) be sure to check out the **EUGOS GRAPHICS COLLECTION!** There are 6000 different graphics that are available in four different formats. The formats available are two block Print Shop for Commodore specific printers, three block Print Shop for non Commodore specific printers, Printmaster, and GEOS graphics albums. There are 100 graphics on each disk and the cost is only \$2.00 per disk. Also available is a complete printout of the graphics library for only \$5.00.

THE CLIPPER

INTERNET TIPS

Accessing the USENET-News group
comp.sys.cbm

The following is a copy of part of the FAQ (Frequently Asked Questions) file for the newsgroup comp.sys.cbm. It is wise to read these files thoroughly prior to accessing/posting to the newsgroup itself as it is bad "netiquette" to post a question that has already been answered in the FAQ file. Due to space constraints, only portions of the FAQ file is printed here, although I have printed the entire Table of Contents so that you will have an idea of where to look for an answer. I will be printing more of these files monthly but if you plan on accessing USENET comp.sys.cbm, please plan on reading them before posting.

To get to the USENET groups via Orion, from the main menu choose the following in the exact order shown:

4. Library Center

7. Library of Congress

11. Internet Resources

11. LISTSERVs, USENET and other Network Discussion Groups

1. USENET

* 1. USENET FAQ Postings for many groups

531. comp.sys.cbm

2. main-faq

OR

* 2. USENET News Groups (Mercury Newsreader at Mich State U)

14. comp

74. comp.sys/

12. comp.sys.cbm

NOTE: THE * INDICATES TWO DIFFERENT PATHS TO TAKE AFTER THE >1. USENET<. THE FIRST OPTION WILL TAKE YOU TO THE FAQs and THE SECOND OPTION WILL TAKE YOU TO THE NEWS GROUP AREA.

Although it is possible to use your cursor when accessing ORION, scrolling through the lists will get very tiring. As you reach each new area and get the command prompt, simply enter the numbers listed (without periods) and the system will take you where you want to go. Kym McGarry

Last-modified: 1994/09/16

Disclaimer: This file is being maintained by Jim Brain (brain@mail.msen.com). It is composed of information gleaned from many authors of articles in comp.sys.cbm, too many to list here. All the authors have either directly or indirectly given their consent to

use their work in this FAQ. All of the information in this file has been gathered and checked if possible for errors, but I cannot guarantee the correctness of any statement in this file. If in doubt, please bring up the subject in comp.sys.cbm.

If you have suggestions, comments, or criticisms, please let Jim Brain know by sending electronic mail to brain@mail.msen.com. Keep in mind that new questions appear on a daily basis, so there is a finite time between a new question appearing in comp.sys.cbm, and its inclusion in this file.

The latest version of this file may be obtained from the following ftp sites:

ccnga.uwaterloo.ca

in/pub/cbm/comp.sys.cbm/cbm-

main-faq.2.2

ftp.funet.fi

in/pub/cbm/fac/cbm-main-faq.2.2.z

ftp.csv.warwick.ac.uk

in/tmp/c64/cbm-main-faq.2.2

rtfm.mit.edu

in/pub/usenet/comp.sys.cbm/main-faq/part*

in/pub/usenet/news.answers/commodore/main-faq/part*

in/pub/usenet/comp.answers/commodore/main-faq/part*

and from the following World Wide Web sites:

http://www.warwick.ac.uk/~stuce/fac/default.html

See section 5.4 for directions on how to download the FAQ via ftp.

If you do not have access to ftp, you can send mail to mail-server@rtfm.mit.edu with the first 4 lines of the message containing:

send/usenet/comp.sys.cbm/main-faq/part1

send/usenet/comp.sys.cbm/main-faq/part2

send/usenet/comp.sys.cbm/main-faq/part3

send/usenet/comp.sys.cbm/main-faq/part4

Alternately, you can send mail to brain@mail.msen.com with the following in the subject line:

FGET: cbm-main-faq.2.2.p1

You can request all 4 parts by mailing 4 messages with the appropriate request in each subject.

This file is posted to the groups comp.sys.cbm, news.answers, and comp.answers twice every month around the 5th and the 20th of the month.

Notes for this release:

I know there are still some errors, so I would appreciate knowing about them.

I would like to add a section on IRC, so anyone who wants to write may feel free to do so. I would also like to add a section on Amateur Radio. Anyone who wants to write it, please go ahead.

Shortly, the FAQ, in hypertext format, will be available. Stay tuned.

I would also like to add a section for the FidoNet people.

Lines preceded with a '!' have been modified since the last version of this file was posted. Lines preceded by a '+' have been added since the last version was posted.

If readers of this FAQ wish to make changes, please precede formatted lines sent to me with a 'C' so that I can see the changes even if you enclose header and trailer text to show context.

Table of Contents

1. Introduction

2. Net Etiquette

2.1. What news groups cater to Commodore 8-bit machines?

2.2. What is a FAQ?

2.3. What types of discussions belong in comp.sys.cbm?

2.4. How do I post in comp.sys.cbm?

3. Overview

3.1. Do people still use Commodore 8-bit machines?

3.2. What do people do with Commodore 8-bit machines?

3.3. What Commodore 8-bit machines are most widely used?

3.4. What is the economic status of Commodore?

4. Starting Out

4.1. How many Commodore machines are there?

4.2. Which ones does comp.sys.cbm discuss regularly?

4.3. Where do I purchase Commodore Equipment and Software?

4.4. Where do I get equipment serviced?

+4.5. Are there other places to talk Commodore?

+4.6. Are there Commodore Users on the World Wide Web?

5. Connecting Up

5.1. How do I connect my computer to the outside world?

5.2. What hardware do I need?

5.3. What kinds of terminal programs exist?

5.4. How do I download? What does transfer protocol mean?

5.5. PETSCII vs. ASCII?

5.6. Where can I find Commodore programs?

5.7. What else is available online?

5.8. What is a file extension, and what do they stand for?

5.9. What are mailing lists and how do I join one?

5.10. Are there other ways to transfer files?

5.11. How do I contact people on Compuserve, Genie, etc.?

6. Publications

6.1. What paper publications are available?

6.2. What is a Disk Magazine? Where do I find them?

6.3. What is an Online Magazine? Where do I find them?

7. Exchanging Data

7.1. Can I read IBM(tm) disks?

7.2. Can my IBM(tm) computer read Commodore disks?

7.3. Are there other ways to exchange data between computers?

8. Operating Systems

8.1. What Operating Systems are available?

8.2. What is GEOS?

8.3. What is UNIX?

8.4. What is CP/M

9. Enhancements

9.1. How do I increase my disk drive's transfer speed?

9.2. How do I expand my disk drive's capacity?

9.3. How do I expand my computer's RAM capacity?

9.4. How do I increase my computer's speed?

9.5. How do I increase my computer screen's resolution?

9.6. How do I increase my computer's serial transfer speed?

9.7. How do I increase my computer's sound quality?

9.8. How do I hook a Hayes(tm) compatible modem to my Commodore computer?

9.9. What other ways can I expand my Commodore computer?

10. Emulators

10.1. What is an emulator?

10.2. What platforms do 64 emulators exist on?

10.3. What platforms do 128 emulators exist on?

10.4. Are any other Commodore computers emulated?

11. Demonstrations

11.1. Just what is a demonstration, or demo?

11.2. What does NTSC and PAL mean?

11.3. Where do I get demos?

11.4. What is a demo competition?

11.5. What does FLI, DVCP, etc. mean?

12. Troubleshooting

12.1. What do I do for my ill disk drive?

12.2. What do I do for my ill computer?

12.3. What do I do for my ill keyboard?

12.4. What does this IC number mean?

13. Miscellaneous

13.1. How can you alter which side a 1571 reads from?

13.2. Can I get my 1581 drive to change its device number on startup?

13.3. How can I change my drive device number through software?

14. Credits

1. Introduction

Welcome to the comp.sys.cbm "Frequently Asked Questions" (FAQ) file. Many news groups maintain a FAQ file which is posted monthly, and including, the Commodore Amiga or the Commodore line of IBM PC Compatible computers, are discussed in comp.sys.cbm, which is what this FAQ covers. The Amiga line of computers is covered in the separate newsgroups comp.sys.amiga.*, where the '*' indicates that there are a number of groups that match that name. The IBM PC Compatible computers are discussed in comp.sys.ibm-pc.*.

This FAQ is concerned primarily with the newsgroup comp.sys.cbm and its associated binary distribution newsgroup comp.binaries.cbm.

If you are in Germany, there are at least three German Commodore newsgroups available. One of the available groups is zer.z-netz.rechner.c64+c128.allgemein, which is a german version of comp.sys.cbm. "allgemein" = general. Another is zer.z-netz.rechner.c64+c128.binaer, which parallels the function of comp.binaries.cbm. "binaer" = "binary". The third is zer.t-netz.c64, which is a general discussion group for the c64 computer. It has the description 'Der am weitesten verbreitete Rechner', which means "The most widely used/most popular computer."

2.2. What is a FAQ?

FAQ is short for Frequently Asked Questions. Most newsgroups have such a file for the aid of newcomers. During the course of a newsgroups life, some questions begin to be get

asked repeatedly. These frequently asked questions are answered in the FAQ, which means that new readers should grab a copy of this file before asking any questions. Experienced readers are encouraged to glance over the FAQ every so often to check for errors and to possibly catch up on details of questions.

2.3. What types of discussions belong in comp.sys.cbm?

Obviously, any discussions relating to all Commodore machines prior to the Commodore Amiga line. These machines are commonly referred to as the Commodore 8-bit line, whereas the Amiga line is not 8-bit. Please make sure any question you intend on posting is not already answered in this FAQ. Also, when posting a troubleshooting question about inoperative equipment, please give as much detail as possible. Be considerate of others in the group and keep questions not pertaining to some aspect of Commodore 8-bit machines and peripherals out of comp.sys.cbm. The group does realize, however, that a large percentage of Commodore 8-bit owners also own another computer system and might have questions about interfacing or emulations. Just use your own good judgement.

2.4. How do I post in comp.sys.cbm?

You first need to access the newsgroup comp.sys.cbm through the use of newsreader. There are many available in UNIX with names like rn, nn, tin, and trn. I can't begin to tell you what command each uses to construct a posting, but your machine administrator should be able to tell you.

All posts should contain relevant Summary and Keyword info, as well as a descriptive title. If you are posting a followup to an existing article. If you find that you cannot post to a newsgroup via your newsreader, but do have Internet Electronic Mail capabilities, you can post to the newsgroups via E-mail. For example, to posts a message to comp.sys.cbm, simply mail the message to either comp.sys.cbm@anon.penet.fi or comp.sys.cbm@cs.utexas.edu. It is probably best to use the U of Texas address, since the other is an anonymous posting service, so people won't know who originated the post. Such disguises are unnecessary in the cbm newsgroups.

C=HACKING MAGAZINE/CATALOG

Date: 1 Nov 94 01:33:05 EDT

As usual, here's the monthly posting detailing changes/mods in my mailserver.. A catalog list is included at the end of this documentation.

What is a mail-server?

A mailserver is an automated job that will scan my mail file for messages with a subject line of "MAILSERV" and will then automatically carry out certain operations within the body of the mail message. This makes it easier on me and you. Easier for me so that I don't have to deal with 50+ messages each month asking for files to be sent and also insures that the files you requested will be sent within 24 hours. In addition it allows files to be more easily sent and accessed in case you are not able to extract the source files from C= Hacking.

How to use the mail-server

This mail-server is intended to help me keep track/more easily update my mailing list of individuals who wish to subscribe or get back-issues of C= Hacking mailed to them.

To use it send a message to: "duck@pembvax1.pembroke.edu" (me) with the subject line:

"MAILSERV" and then with one of the following commands in the body of the mail message; currently the following commands are supported: help- sends current documentation file list

send <filename>- sends the associated file

subscribe- subscribe to the mailing list automatically

catalog- show list of available source /uencoded binaries

Please note that the mailserver is only run at 2:00 AM and 2:00 PM EST. Catalog List

The catalog list is no longer going to be carried in the documentation due to how often it's updated. As such, if you wish to obtain a list of files currently available please send a mailserver command of "catalog" (as discussed within) to the mailserver.

Snail-Mail Alternatives

For those of you who wish to obtain C= Hacking via regular mail please send \$5.00 for a 3 1/2 disk in CBM format for all 8 issues currently available. Since I'm working on the

"I'll do it when I get around to it" method please allow at least 3-8 weeks before delivery (it should be much sooner typically). Please note that if you and a friend both want a copy of the disk, just buy one disk and copy it - I'm just charging for my time and the disk - not for the magazine. The magazine is "free". I can be reached at the following:

Craig Taylor

Rt 2 Apt 1 College Court

Pembroke, NC 28372

My internet email address is :

duck@pembvax1.pembroke.edu

Catalog List- Updated 11/1, 1994.

Files added since the start of the month are indicated by a +. Files indicated by a "/" means that they have been renamed since last month due to changes in the mailserver. Files indicated by a "-" mean that they are out of date and will be removed soon.

iss1.txt- C= Hacking, Issue #1

iss2.txt- C= Hacking, Issue #2

iss3.txt- C= Hacking, Issue #3

iss4.txt- C= Hacking, Issue #4

iss5.txt- C= Hacking, Issue #5

iss6.txt- C= Hacking, Issue #6

iss7.txt- C= Hacking, Issue #7

iss8.txt- C= Hacking, Issue #8

invasion1.sfx- Space Invasion Source (Starting with Issue 4)

vdc-bg.sfx- Use of 64K UDC RAM in Geos (Issue #3)

lrr.sfx- Little Red Reader (from C= Hacking #4)

mailserv.012493-UAX/DCL

Mailserver.share file (see note2)

--- Emulation

c64.zip- C64 Emulator for IBM

c64s09c.exe- Commodore 64 Emulator for IBM

c64s_arc.zip- Manage .d64 and .t64 files for c64s09c.exe

copy2d64.zip- Copies files into .d64 format for c64s09c.exe

roms.zip- Roms necessary for use with emulators

d64utils.zip- Utilities for .d64 files

---FAQ's (Frequently asked questions)

cbmfaq2-2.1- Commodore General Faq v2.2 part 1 of 4

cbmfaq2-2.2- 2 of 4

cbmfaq2-2.3- 3 of 4

cbmfaq2-2.4- 4 of 4

-cbm1.faq- Commodore General FAQ- v2.0

-cbm2.faq- 2nd part of C= General FAQ v2.0

ftp0994.txt- Listing of Commodore FTP Sites (9/09/94)

-ftp.sites- Listing of Commodore FTP Sites (8/15/94)

-cbm_ftpsites0794.txt-

Listing

Commodore FTP sites available.

cbcfaq.txt- Comp.Sys.Binaries FAQ

cbm.emulation- Commodore 64 Emulation FAQ

bbs.list- List of Commodore bbs's (April 1, 1994)

Note: For some reason this file was deleted - not sure where it disappeared to but as soon as I find it, it'll be "resurrected" ... (One of those "blame it on the computer situations").

cbbs.txt- Another list of C= bbs's (GraveyardList) 7/10/94

info64.txt- List of Commodore resources available on InterNet

users.txt- List of Commodore users on the InterNet

cbm.machines- List of all Commodore Machines ever made.

--- Other files

zed-128.077- TextEditor C=128

zed-128.doc

sal64.sda- Symbolic Assembly Language- w/ML tutor and docs.

mightymon-128.401- MLMonitor for C=128

- Vastly extended over native mon

mightymon-128.doc- Docs to above.

ace-r10-1.sfx- Operating System: ACE by Craig Bruce (file 1/2)

ace-r10-2.sfx- (file 2/2)

stereo.sid- Instructions on adding a 2nd Sound Chip

secrets.txt- Secret Messages w/in C= Computers

1750to2mb.txt- Doc's on upgrading a 1750 reu to 2 Megs.

1764to512k.txt- Doc's on upgrading a 1764 to 512k.

switchz80.txt- Info on Z80 Switching/ Functioning on C128

chipfault.txt- Listing of Chips and Associated Problems w/ Computer

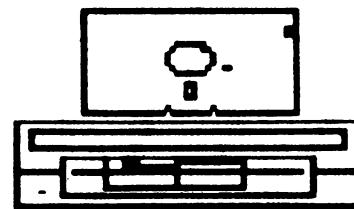
NOTE 2: This file will un-shar correctly yet will give a CRC error. The files it creates are correct. The CRC error was created by doing a search and replace on the version # within the share file. Trust me, the files are correct. An updated version will be posted sometime in the near (or knowing Murphy's Law) or far future.

Craig Taylor (910) 521-3814

duck@pembvax1.pembroke.edu

(preferred)

or ctaylor37@genie.geis.com



INSIDE THIS ISSUE

- +Be Kind to your Computer
Hardware Care
- +Hints and Tips for your
64 and 128
Hardware and Software
featuring
"Art's Helpful Hints"
- +Internet Hints and Info

DAYS TO REMEMBER

November 12 CUGOS Meeting
November 20 Clipper Deadline
November 24 Thanksgiving
(Please call Jason for date
and time of TelecomSIG)

COMMODORE USERS GROUP
OF SPRINGFIELD
PO Box 607 Springfield, MO 65801

Address Correction Requested

CHECK THIS SPACE!

If a box is checked,
it's time to RENEW
your membership!

☐

--Renew Today!!

☐

--Last Newsletter!